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EDITED BY LEONARD CUTIS

TEACH YOURSELF GOLF

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TEACH YOURSELF GOLF

By
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THE author and the publishers are greatly indebted to the Rules of Golf Committee of the Royal and Ancient Golf Club of St. Andrews for permission to print the rules of the game as an appendix to this book. These rules are copyright by the Royal and Ancient Golf Club and must not be reproduced in any form without their permission.

CHAPTER I

INTRODUCTORY

A COMMON complaint lodged against text books and articles on how to play golf is that they are too complicated and too technical. Even many intelligent readers confess that they find themselves struggling with, and wallowing in, a welter of ideas that to them seem confusing, confounding, and even conflicting.

It must be clearly understood that this book is designed primarily for beginners, that is, for those who have never played and for those whose knowledge of the game is but little. At the same time, the writer has kept in mind the ordinary player who, it is hoped, may find some advice or suggestions that may be useful. The writer is well aware that books, at best, are poor substitutes for good teachers. We can learn from books, but the teacher with his pupil before him has a better understanding of his pupil, and can employ methods and practices that are denied to a writer. The teacher can adapt and adjust his presentation according to the needs of the pupil. Furthermore, diagrams and illustrations can

enlighten, but they cannot replace reality ; they portray only certain aspects of reality to the exclusion of all others. Nevertheless, no matter how good the teacher, or the instruction, the fact remains that the learner must do his own learning. That is incontrovertible. To develop his inborn capacity and to realize his innate potentialities he must apply not only diligence but what is more important, his intelligence.

That you can teach yourself golf cannot be denied. With very few exceptions, the best golfers all the world over taught themselves. They began as youngsters, many of them acting as caddies during their school holidays and at week-ends. Interested in the game, as most caddies are, it was natural for them not only to swing a club but to swing it after the manner of the best players they served or saw. Briefly, they learned by imitation. Practice, experience, knowledge of the game, chiefly derived from their own experience, and a natural aptitude, all fitted to lay the foundation of their success. But these factors in themselves are not enough : temperament, mental attitude, diligence, courage, and self-discipline all combine to form an important part in the make-up of a successful golfer.

Imitation, it will be granted, plays a large part in learning. All of us have an inherent tendency to imitate ; we do so wittingly or unwittingly. If we are to imitate we must find suitable models

or appropriate patterns. It would be incongruous for an elderly, stout person to try to imitate or emulate all the actions of any of the present-day champions. Age and physical attributes have to be taken into consideration. For example, what is possible or easy for a tall, slim person may be well-nigh impossible for another who is short and stout. The models in these extreme cases will naturally vary. Yet there are fundamental principles which the young and the not so young, the tall and the short, the stout and the slim, will have to follow if they are to meet with any degree of success. The aim and purpose of this primer is to try to give some guidance and provide some helpful suggestions. No attempt has been made to dogmatize. The writer fully appreciates the maxim, "When two do the same thing, it is not the same thing after all."

We learn by doing. "Practice makes perfect." Not necessarily, but perfection cannot be attained without practice. The most effective way of learning is to experiment. By so doing, the learner will not only understand, but, and this is important, he will retain more readily what he has learned. Practice and theory should rarely be divorced. Too much theory can defeat its own end; there cannot be too much practice, provided it is diligent and intelligent. Mental activity should accompany motor activity. Many

can learn only by practice because they lack the mental capacity to understand oral or verbal explanations, or become confused when faced with a problem. We can try, try, and try again, learning all the time not only by our success but also by our failure. It is a good method but slow—slow compared with that of accepting the advice and following the example of those who are proficient. This is second-hand as distinct from first-hand experience. A learner should never depend entirely upon second-hand experience, that is, the experience of others. We can derive greater benefit by making use of both. Just as we have an inborn tendency to imitate, so we have an innate propensity to accept ideas suggested by others. Exposition, demonstration, and suggestion on the part of the teacher, and imitation on the part of the learner, combined with the desire to find out for himself, can all arouse the learner's mental activity. Without this no one can learn.

Do not imagine that you will make rapid and regular progress. There will come times when you will think that you are making no progress. You may feel that you have lost any skill you had acquired. The success you expected seems to have vanished, and you will naturally be disappointed. You may lose interest and even give up—a fatal mistake. All learners go through this experience in the acquisition not only of

skill but of knowledge. This is the time that the teacher, by his advice and encouragement, can be helpful. The pupil will be made to realize that more drill-work is necessary. He must practise intelligently, and if he does so he will find that drill-work or practice is neither dull nor monotonous. Practice in time becomes second nature.

Practice has its different uses. We may practise to try to reach perfection ; we may practise to eradicate faults. Eminent pianists practise for hours daily to keep themselves up to concert pitch. How many eminent British golfers practise when they are playing well or, as they say, on the top of their game ? Very few. It is a mistaken notion that one should practise only to correct faults. It is essential to practise, and to keep on practising, that which we can do well so that we can at least maintain that standard. It is then that we can note just exactly how we achieve the best results ; and having learned to accomplish this through our own efforts, practical and theoretical, we shall more readily retain and remember just what we must do to bring about the results desired. Diligent and intelligent practice is everything ; it is the best of all instructors ; and without it there can be no perfection.

CHAPTER II

A SET OF CLUBS : COMPLETE AND SKELETON

A NON-GOLFER is bound to be amazed when, for the first time, he sees the set or kit of any leading amateur or professional. He will be surprised at the number and variety of the clubs, and he will no doubt be impressed by the size of the bag and its bulging attachments. And if he tries to lift it he will be staggered.

Some years ago the number of clubs to be used in competitions was limited to fourteen. Prior to this, some Americans were carrying as many as twenty, and some even more. The United States Golf Association also restricts the number of clubs to fourteen, but in tournaments not sponsored by the U.S.G.A. most professionals use sixteen. In the Masters' Tournament only fourteen clubs are allowed. As might be expected, there was considerable argument and discussion before the maximum was fixed at fourteen. Many would like this number reduced ; and the older players particularly would reduce it by half. It is interesting to note that in 1948 the English Golf Union recommended the County

Unions to encourage their Clubs to hold competitions in which the number of clubs each player should carry should be limited to seven. Golf Clubs and Golf Associations are perturbed that the high cost of golf is debarring many, particularly young people, from taking up the game. It has since been reported in the Press that English Golf Clubs and Associations are approximately fifty per cent in favour and fifty per cent against the suggested seven-club scheme. The English Golf Union has reported that the Artisan Golfers' Association and the National Association of Public Golf Courses are in favour, but that a fair number of replies favoured a limit of eight or nine clubs. Competitions held with a limit of seven clubs all indicated that the scoring was quite as low as it would have been with a full set.

The set of the majority of golfers comprises fewer than the limit allowed. Most golfers carry their own clubs, especially these days when golf requisites are much more expensive, and caddies' fees are much higher than they used to be. The sensible golfer limits himself to a kit which he can comfortably carry. Yet how often do we see a "duffer", with more money than sense, hacking his way round a course with a complete outfit?

Let us consider, first, a set of clubs consisting of the maximum number, fourteen. There are two main types, generally known as the "woods"

and the "irons". The woods comprise the driver, brassie, and spoon, or, as they are sometimes called, woods Nos. 1, 2, and 3 respectively. There is another wood called the No. 4; it is really another spoon, only slightly shorter and with a little more loft than the ordinary spoon or No. 3 wood. The irons, all graduated in loft, are numbered 1, 2, 3, 4, 5, 6, 7, 8, excluding the putter, and a special club variously described as a sand-wedge or blaster. These fourteen clubs make up a complete set. Some players make a slightly different selection according to preference. Few players now carry a No. 1 iron; some do not include a No. 4 wood. Fred Daly's irons range from No. 2 to No. 10; he thereby increases the number of clubs for short-range shots. In tournaments not sponsored by the U.S.G.A. Ben Hogan uses sixteen clubs: four woods, irons 1 to 9, a pitch-wedge, a sand-wedge, and a putter. The nature of the course determines largely which two clubs are to be excluded when the limit is fourteen; the pitch-wedge is likely to be one of them, and, incidentally, Hogan prefers his spoon (No. 3) to his brassie.

Let us now consider what a minimum or skeleton set should comprise. Taking the woods first, a beginner would require one at least, preferably a spoon (No. 3). And as for irons, a No. 3, No. 5, No. 7, and a putter would be sufficient. Our skeleton set would then consist of

five clubs. Our open champions in the first two decades of the present century carried only seven or eight clubs. Do not buy any odd clubs or a mixed set. It is better to purchase a few that are "matched", and as you progress you can add to your set from time to time, choosing the club of which you stand in most need.

If you join a Golf Club you should buy your clubs from the professional attached to the Club. He depends on the Club members for his livelihood and should be supported. If your clubs at any time require repairs he will naturally be more pleased to do them knowing you have purchased your clubs from him. He will, incidentally, take more interest in your clubs and your game, and it will pay you directly and indirectly to support him. The professional will advise you as to the type of club that will suit you best. He will consider your age, height and physique ; he will judge whether you should have clubs that are upright or flat in lie ; he will also consider the weight and balance. He will choose shafts that have some spring or whip ; the older you are the whippier shaft you will need. The spring in the shaft helps those particularly who have not the strength or suppleness in the wrists to whip the head of the club through with sufficient speed. It is speed rather than strength that determines the distance the ball will be driven, provided, of course, it is hit accurately.

Many players do not take due care of their clubs. You can buy covers to protect the heads of your wooden clubs, and it is worth while to do so. The covers protect them from being marked or damaged through being knocked against each other, and they help to keep them dry. If you carry your own clubs, don't throw the bag down before you play a stroke ; it is just as easy, if not easier, to place it, and there will be less chance of marking your clubs. Don't use your clubs as a rest and lean on them ; you are putting unnecessary strain on the shafts. If your clubs have become wet you should dry them before putting them back in your locker.

When the heads of your wooden clubs begin to lose their high polish you can restore it by using a little furniture cream. This will make the heads look like new, and will act as a preservative. If the grips of your clubs become dry and hard, a little castor oil will moisten and soften them, but see that you give it time to be absorbed before you play your next game. You will find that the grips will feel more kindly to the hands. The latest grip is an All Weather Grip made of cork, rubber, and linen thread. Its composition, as the name implies, is such that it is less affected by the vagaries of weather conditions.

The good tennis player looks after his racquet ; the good batsman cares for his bat ; and the good golfer does not neglect his clubs.

CHAPTER III

THE GRIP

THE grip you adopt should be determined largely by the nature of your hands. As the size of the hands and the length and strength of the fingers vary from person to person, it is natural that the same grip will not suit everyone. Because Harry Vardon used a particular grip with great success it became fashionable to adopt his grip. It must be remembered, however, that Vardon had extraordinarily large hands. The important thing about the grip is that the hands should be placed properly in relation to each other. As the two hands must work in unison they should be held close together, but it is the fingers mainly that hold and control the club. The club lies across the base of the last three fingers of the right hand and almost diagonally across the palm of the left hand. The forefinger of the right hand is crooked round the shaft so that it lies on the second joint. The position of the forefinger is similar to that on a trigger. The club also lies across the second joint of the left forefinger. The thumbs of each hand should be placed slightly

across, not down, the shaft, with the left thumb bedded in the palm of the right hand. In the



Overlapping grip, side view, little finger of right hand overlapping forefinger of left hand. Right forefinger crooked round shaft, triggerwise ; left thumb is bedded in palm of right hand.

Vardon grip the little finger of the right hand overlaps the forefinger of the left hand. The last three fingers of the left hand and the thumb

and forefinger of the right hand exert most pressure in gripping the club.

The hands are not only close but opposed to each other. You will have a good idea whether your hands are correctly placed if the Vs formed by the thumbs and forefingers of each hand are in line with the shaft. This was the position of the hands of Vardon and of Jones. Cotton's position is similar but most of the leading Americans have the Vs pointing a little more to the right, more towards the right shoulder. The reason for this slight difference is discussed later in our chapter on Hooking. The Vardon grip is now generally called the "overlapping" grip to distinguish it from the "interlocking" grip.

Some eminent golfers find that the interlocking grip suits them better. In the interlocking grip the little finger of the right hand and the forefinger of the left hand are interlocked. The left thumb may lie across the shaft bedded in the palm of the right hand, as in the Vardon grip, or it may be placed round the shaft resting on the second finger of the same hand.

Either of these grips, the overlapping or the interlocking, gives a feeling of compactness. Sandy Herd and that mighty hitter, Abe Mitchell, neither overlapped nor interlocked. Mitchell appeared to overlap, as the forefinger of his left hand was not round the shaft but crooked so that the point of the forefinger rested underneath the

shaft, the shaft lying across the point of the finger. It has been advocated by no less an authority than Bobby Jones that those whose hands are small or weak, or whose fingers are not strong, may find that the old-fashioned grip suits them better. But no one could say that Herd or Mitchell had weak fingers or hands. The maxim followed by the old school was, "Tight with the left hand and slack with the right." When the right hand caught up with the left at impact the right hand automatically tightened its grip on the club. It is interesting to note that the famous American player, Byron Nelson, grips the club very firmly in both hands, with the left hand grasping the tighter. He maintains that this firmness is one of the real secrets of hitting a golf ball well. His thumb and forefinger of the right hand exert the pressure along with the last three fingers of the left hand.

A word of warning may be timely here. Beginners are inclined to hold the club too tightly with both hands. This is fatal. The muscles of the forearms and wrists become too tense. To produce the necessary speed in the swing, particularly just before and after impact, flexibility is essential. On the other hand, if the club is held too slackly, there will be a loss of control as the club is likely to turn in the hands. In the back swing the club should be held quite firmly, but not tightly, with the left hand, for



it is the left hand that guides, steadies, and controls the club. And this is important : the club must be held firmly in the left hand at the top of the swing. There must be no loosening of the grip. On the other hand, the grip of the right hand with thumb and forefinger should be comparatively light at the top of the swing, at least with the wooden clubs, when length is desired. The club is held firmly in the left hand for all shots either with woods or with irons, but the thumb and forefinger of the right hand also grip the club firmly in playing most iron shots, but that will be considered later when dealing with these strokes.

Generally speaking, the woods should be held about half an inch from the end. This is the point where the balance of the club usually seems best and where, consequently, more control can be exercised. With the irons it is different because with them full shots are not always played. With the shorter irons particularly, a shorter grip is often necessary for better control.

If you are about to begin to play golf you should try, first, the Vardon or overlapping grip. It may seem a little awkward to begin with but it should soon feel comfortable and natural. It is compact and allows the hands to work in unison. If you have strong fingers you may prefer the interlocking grip. Instead of bedding the left thumb in the palm of the right hand you

may find it more comfortable to place it round the shaft, especially if your thumb is straight and not very flexible.

It was by trial and error that Ben Hogan discovered the grip that suited him best. It differs from the Vardon grip in that the little finger of the right hand grips round the knuckle of the index finger of the left hand instead of overlapping it. His right hand in relation to the left is well on top ; and the pressure of the right hand on the grip is with the two middle fingers, not with the thumb and forefinger. Like all good golfers he grips firmly with the last three fingers of the left hand.

Experiment and decide which type of grip you find most successful. The choice will largely be determined by the nature of your hands. Persevere preferably with the Vardon or overlapping grip before you try a change.

The Stance.

1. Open. 2. Closed. 3. Square.

The stance or position of the feet varies slightly according to the type of shot desired. The position of the ball in relation to the feet also varies. And, furthermore, the stance of the best players differs slightly according to individual preference.

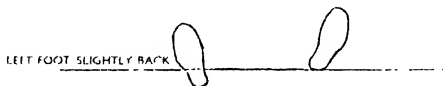
Sometimes the right foot is a little in advance

THE STANCE

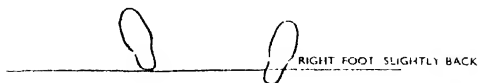
1 SQUARE



2 OPEN



3 CLOSED



of the left. This is called an "open" stance. When the left foot is in advance of the right, the stance is said to be "closed". Again, the stance

may be "square", that is, neither foot is in advance of the other.

The terms "open" and "closed" are misleading, apart from the fact they are antonyms or "opposites". "Open" and "closed" might suggest that the feet are respectively wide apart and close together. The term "square" is a happier choice and can be more readily understood. As these terms are frequently used they should be clearly understood by the beginner.

The stance and the position of the ball in relation to the feet are dealt with in the various strokes described in this book. Generally speaking, for the wood shots the breadth of the shoulders should be the width of the stance. As the stroke decreases in length, so the feet are placed closer to each other. The same principle applies to the position of the feet and the ball: the shorter the stroke, the closer the feet to the ball. As the clubs used for the shorter shots are comparatively short, one must stand closer to the ball.

In the days when Vardon was supreme, most players, like him, used an open stance. An exception was his great contemporary, James Braid. Braid favoured a slightly closed stance. Bobby Jones used a square stance; so does Henry Cotton. Byron Nelson, like most of his American contemporaries, favours a closed stance. Of these stances, the square is the safest. The

open stance tends to slicing, that is, the ball in its flight swerves to the right. The closed stance may lead to "hooking", that is, the ball in its flight swerves to the left. The closed stance is often adopted to get extra distance, as a ball that veers slightly to the left travels further than a straight ball, and much further than one that veers to the right. Expert players can exploit with advantage the different types of stance according to the particular kind of stroke they wish to play. Particular shots may demand either an open or closed stance, but for an ordinary straightforward shot a square stance is safest. The foregoing remarks apply particularly to driving or to long iron shots. The stance for approach shots will be dealt with under that particular heading. Even in normal circumstances the stance may vary according to preference. Byron Nelson, for instance, uses a slightly closed stance when playing his woods ; a square stance with long irons (Nos. 1, 2, 3) ; a slightly open stance with the medium irons (Nos. 4, 5, 6) ; and an open stance with the short irons (Nos. 7, 8, 9). Ben Hogan uses a slightly closed stance not only for his woods but for his long irons, including the No. 4. He considers the No. 5 iron is the iron dividing the long and the short irons ; and for the short irons he uses a slightly open stance.

We have said in the opening paragraph that

the position of the ball in relation to the feet also varies. Generally speaking, one may say that most golfers play the ball at a point opposite the left heel, but, as Jones says, "it is impossible to contend that the same relative positions of ball and feet are proper for everybody". He found that the ball played from a point opposite the instep of his left foot suited him best. Hogan plays the ball further back, about two inches inside of the left heel. It is worth while to experiment with the ball a little further forward or backwards to see which position in relation to the feet gives you the best results. You will probably find that if you place the ball too far back your shot will be pushed out to the right, as the right hand has not had time to close the face of the club. On the other hand, if the ball is played from a position too far forward, the shot may fly to the left of the intended line of flight, as the right wrist may by then have begun to roll over the left. A slight adjustment in the position of the ball at the address may make a considerable difference.

As the beginner has so much to learn, it would probably be simpler for him to play all his shots, for some time at least, with the ball opposite the left heel. Later, he could experiment to find whether any slight adjustment to the left or right produces better results.

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CHAPTER IV

THE WOODS

I. The Driver : the Swing

PROBABLY nothing pleases a beginner more than to hit a good drive. This is only natural, but he must realize that driving is not the be-all and end-all. The main and only concern of some players is to drive the ball a tremendous distance. They often do, but the ball frequently finishes deep in the rough or lost in the heather or gorse. The beginner should realize that golf tournaments are generally won on and near the green, and that it is accuracy rather than length that brings success. There is no advantage to be gained from a long drive if it finishes in the rough. A controlled tee-shot simplifies the second shot which, in turn, should make the next shot comparatively easy. The beginner cannot expect to control his shots. He must learn, first, to hit the ball, and hit it hard. Later on, with some adjustment of grip, stance, or swing, he should be able to command greater control.

On the other hand, if accuracy is the first essential, it would be better for the beginner to



Medium iron ; top of swing ; not so full as with " woods " ;
straight left arm ; hands high ; firm grip with both hands.
Hands head high more suitable for less supple players.

start not with the driver but with one of the medium irons. If he does so, he should choose the No. 5 iron, and work up to the No. 3 iron, the spoon, and then the driver. Few beginners, however, will adopt this procedure because they have what we believe to be a wrong conception of the relative importance of driving. Iron play and putting are at least equally important, but it must be admitted that these will be of little avail if the wood play is not accurate. Hogan goes so far as to assert that "if there is one department that is more important than the others, it would probably be the wood shots". But it is not the wood shots that separate the leading players. If so, there would be no American supremacy, as all the leading players drive consistently well. The Americans play the short irons better and putt more consistently than the leading British players. Therein lies the difference.

We shall begin with the driver mainly because that is the club with which the beginner usually wishes to start. He would get quicker and better results if he began with the spoon (No. 3 wood), which is easier to play than the driver. The reader, we hope, will by now have some idea of the stance and the grip. We may recapitulate briefly. There are three types of stance: the closed, the open, and the square. The square stance is recommended, but the beginner will

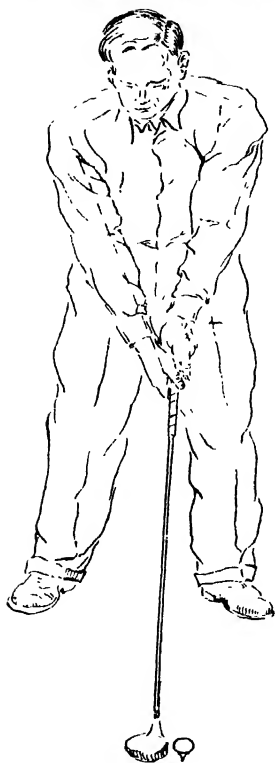
find from experiment which of these gives him the most satisfactory results. The overlapping grip is also recommended.

In addressing the ball, the player must relax. That is the first essential, and it cannot be over-emphasized. The beginner tends, first, to grip the club too tightly, and, secondly, to stand too stiffly. The muscles of the arms and legs are consequently too tense and taut. As the swing should be full, free, and rhythmical, this cannot be if the muscles are tense.

Having satisfied yourself that your grip is comfortable and that your muscles are relaxed, place the face of the driver immediately behind the ball, taking care that the face is square to the ball. The feet should be about shoulder width apart. If they are too far apart, hip action will be restricted; if they are too close, balance may be upset. The ball at the address should be at a point opposite the left heel. The arms should not be fully extended but should hang fairly loosely. The hands should be slightly behind the ball. Hold the driver about half an inch from the end, as, generally, the balance is better there than when the club is held at the end. Then comes the little waggle at the address. The waggle or waggles help to loosen the muscles and give the player time to make any little adjustment in his stance, if necessary.

After the preliminary waggles, and just before

THE DRIVER : THE ADDRESS



Feet shoulder width apart. "Toes" pointing slightly outwards. Ball opposite left heel. Body erect, with knees slightly bent. The Vs formed by thumbs and forefingers pointing towards right shoulder.

the back swing is started, it is advisable to hold the face of the driver square to the ball for a second. This momentary pause helps the player to concentrate on the ball, as it is very important to keep the eye on it during the back swing and the down swing until impact.

The start of the back swing is all-important, for without a good start there can be no full and rhythmic swing. How is it begun? This is a very difficult question, and it cannot be answered categorically. To the ordinary spectator the leading players appear to start the back swing in the same way, but a close study of their swings reveals slight differences. Cotton admits that he does not always adopt the same method. For a time he may start first with the hands dragging the club-head, then, finding that he gets to the point of exaggerating this movement, he goes to the other extreme, club-head first, to restore a balance. Of the many ways of starting the back swing the hands-first method was the most popular, and the one recommended. This method has now been superseded by the "all-in-one-piece" movement, so popular with the Americans. We do not propose to discuss the many ways of starting the back swing. There is no finality. We recommend the all-in-one-piece method as the safest. If the beginner adopts the hands-first method, there will always be a tendency to lift the club instead of dragging it back. The

all-in-one-piece movement cuts out that tendency, so common amongst beginners.

The first thing to note in starting the back swing is that the club is controlled mainly by the left arm. The left arm, being in command, should be slightly firmer than the right. This is due to the firm grip with the left hand, a firmness which is slightly intensified just as the back swing starts. We do not mean that the left arm should be stiff and rigid. The arms, hands, and club all go back together as if in one piece. This keeps the face of the club square to the ball. As the arms, hands, and club go back, there is a slight lateral movement of the hips from left to right, and simultaneously the shoulders begin to rotate. With the lateral movement of the hips the first step in transferring the weight to the right foot begins. It is very important to note that when the shoulders begin to rotate the head must not move with them. It remains fixed. If it does not, you will sway—a common fault. To obviate this, it will help you if you tilt your head slightly to the right just before starting the back swing.

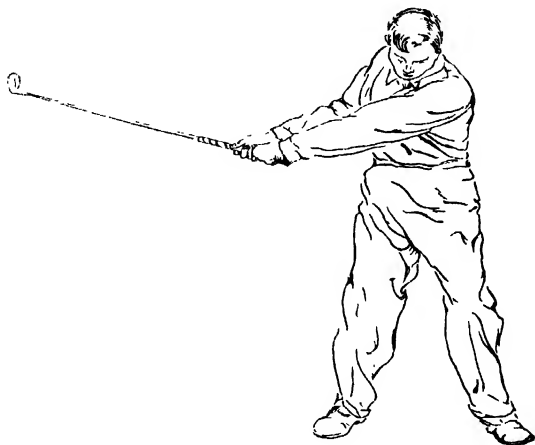
The back swing must not be hurried. Remember that the greatest speed of the swing is reached at impact. Many beginners reverse the process ; their back swing is faster than their down swing. Draw the club, without hurry, straight back, and close to the ground for about

twelve inches, keeping the club-face square to the ball.

The body gradually keeps turning until, finally, the shoulders rotate to a position where they are at right angles to the line of direction. The head has not moved, and the chin should be just inside the top of the left shoulder. As the body turns, so should the weight be transferred to the heel of the right foot. The left knee bends slightly inwards and forward so that it is pointing towards the ball, opposite the left heel. The left heel rises only a little, and the weight of the left leg should be on the inside of the ball of the foot. Jones raised his left heel high but the leading players to-day do not : and beginners are not recommended to follow Jones's example in this particular point. Too often they have the weight of the left leg on the "toe" only, and frequently they turn the left heel outwards. Apart from the slight rise of the heel, the left foot should remain in its original position, as at the address.

The arms should be kept close to the body. When they reach about waist high on the back swing, the left arm should be straight and almost parallel to the ground ; the right arm should be slightly bent, with the right elbow close to the right side. When the club is raised from that position the wrists must bend. This bending is often called the "breaking" or "cocking" of

the wrists. The break should be natural, not deliberate. The club now rises vertically, and as it is raised so should the right arm bend till

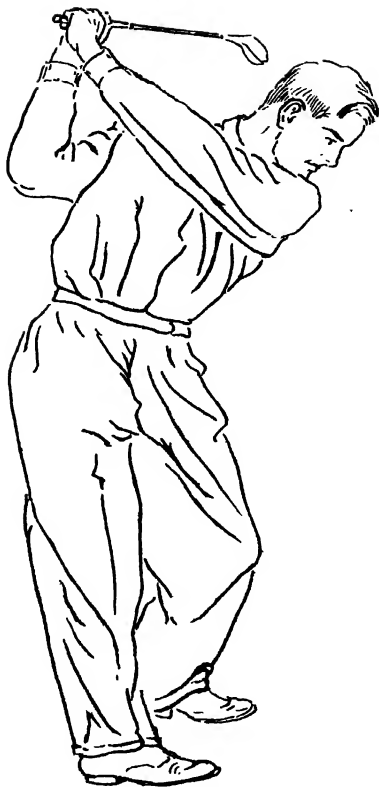


Half-way back ; wrists about to " break " . Left knee slightly bent, with weight being gradually transferred to right foot ; left arm straight ; head does not move with rotation of shoulders.

the forearm is nearly vertical. The right elbow should be down, pointing to the ground. That is important. The right elbow should also have moved away slightly from the side of the body.

You are recommended to keep the left arm straight, but older players may find this physically impossible at the top of the swing. There is little harm in having the left arm slightly bent at this stage, but it should not remain bent. If it is bent, it should straighten soon after the down swing has started. The club at the top of the swing is approximately parallel to the ground. In this respect the best players differ slightly. Some, like Ben Hogan, take the club further back ; others, like Cotton, not so far. Take the club back just as far as you can control it without losing balance. At the top of the swing the shoulders should have turned about 90 degrees, the hips about half as much, from the start of the back swing. Your grip on the club, particularly with the left hand, must not be relaxed at the top of the swing. That is very important.

Before beginning the down swing some players make an almost imperceptible pause. Byron Nelson says that " the way to ensure good timing in your swing is to slow down your back swing to a point of slight hesitation at the top ". We agree, but we think he will mislead many of his readers when he adds, " Motion of body, arms, hands, and club must all stop at top before down swing is started." The pause is so slight that it is almost imperceptible ; there must be no dead stop, otherwise all rhythm would be lost. Body action, says Ben Hogan, plays an important part



Top of the swing, straight left arm, right elbow pointing to the ground, firm grip with left hand, most weight on right heel. Note head position.

in the golf swing when the body turns as fast as possible from the top of the swing to the left. "Don't stop your body," he continues, "once you have initiated the swing. Keep it moving throughout if you want to develop power." Whatever you do, don't make a distinct pause.

Just as the first movement of the back swing is a lateral movement of the hips from left to right, so the first movement in the down swing is a lateral movement of the hips from right to left, the reverse process. The lateral movement of the hips on the down swing, however, is much quicker than the corresponding movement on the back swing. This is the first step in transferring the weight from the right foot to the left. The shoulders, arms, and hands follow the hip movement. Most beginners reverse the process and start the club down with the hands. The result is they "uncock" their wrists too soon, and thereby lose much of their power. The hip movement almost automatically starts the shoulders, arms, hands, and club on the down swing. Just as the left arm dominates on the back swing, so does it take command on the down swing. There is a natural tendency to let the right dominate the left. Keep the arms close to the body, with the right elbow well into the right side of the body. The down swing is gradually accelerated until it reaches its maximum speed at impact. The hands do not begin

to unleash their power until they come into what is called "the hitting area", approximately the last quarter of the downward arc. It is at this point the right hand comes into play, when the wrists begin to "uncock". At impact both hands release all the power that was stored up in the cocking of the wrists; and both hands should have returned to the position in which they were at the address.

As the down swing gets on its way, the weight of the body is mostly transferred to the left foot. At impact the left foot should be firmly planted on the ground with the left leg and left side well braced. The act of transferring the weight to the left foot is assisted by an inward thrust of the right foot when the hands come into the hitting area. This thrust of the right foot causes the right knee to bend and the right heel to rise. Ben Hogan maintains that this thrust or shove with the right foot, as the club-head approaches the ball, gives him extra distance with his woods and long irons. It is also interesting to note that in addressing the ball he exerts some pressure with the inside of his right foot.

Let the club-head follow through to the natural completion of the down swing. The arms pull the shoulders round till the body is facing the line of play. At the completion of the follow-through nearly all the weight of the body is on the outside of the left foot.



**Finish of swing. Left leg well braced with weight on left foot.
Grip with both hands still firm.**

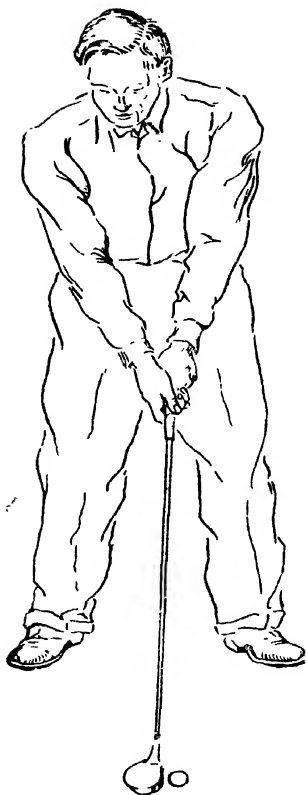
All the movements producing a free, full, rhythmic swing should merge into one; they should not appear to be separate or distinct.

II. The Brassie

Nearly all that has been said of the driver is applicable to the brassie. The face of the brassie has a little more loft than that of the driver, which has little or no loft. The reason for this is simple: the brassie is used for long shots played from the fairway; and the slight loft really takes the place of the tee used with the driver.

It must be emphasized that the brassie should be used only when the lie of the ball is favourable. If the ball is "cupped" or lying very close, a spoon should be used. In certain circumstances the experts can and do use a brassie from such a lie, just as they can use a driver from a favourable lie on the fairway, when extra distance is required.

The stance with the brassie is the same as that with the driver, provided both clubs are "matched". The ball at the address should be slightly further back than it is with the driver, so that the hands are in line with the ball, and not behind it as with the driver. Swing as with the driver, but try to let the club-head graze or just skin the turf. This skinning of the turf, combined with the loft on the face of the brassie,



Brassic, the address, hands in line with ball, otherwise same as driver.

should make the ball rise and fly with the trajectory required, provided the ball is properly struck.

III. The Spoon

Of all the clubs in a set, the spoon is one of the most useful. In length it is a little shorter than the brassie, and the face has a little more loft. The extra loft on the face of the spoon gives the beginner and high-handicap player more confidence ; he realizes that it should be comparatively easy to get the ball up without any special effort on his part.

The ball at the address should be a little further back than it is with the brassie so that the hands are slightly ahead of the ball. The object of this is to bring about the more effective operation of the loft on the face of the club. The ball should rise fairly quickly, and stop soon after it has hit the ground. The spoon is thus very useful when a high shot to the green is required. The ordinary player who is not sufficiently expert to make a long iron shot stop quickly will find it easier to use a spoon instead. All he has to do is to adopt an open stance and grip the spoon a little further down the shaft.

The spoon is also most useful for playing shots from a "cuppy" or close lie, or from a hanging or downhill lie. It can also be used effectively from a reasonably good lie in the semi-rough, provided distance is required. If distance is not

to be of any advantage, it is better to sacrifice a few yards and place your shot so that the next stroke will be comparatively easy. Too many players do not think ahead. Golf is like billiards in that you must try to leave yourself in the most favourable position for the next stroke.

In playing a spoon from a "cuppy" lie, do not try to sweep the ball away. Hit down and through the ball, as it were, skinning the turf immediately in front of the ball. Hit the ball first, then the turf. The squeezing or pinching of the ball between the club-face and the turf makes the ball rise. If you try to sweep the ball away from a "cuppy" lie you will probably hit the ground immediately behind the ball, making a "sclaffed" or topped shot.

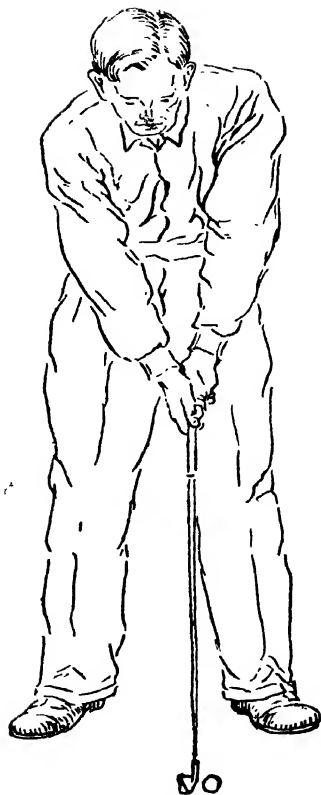
CHAPTER V

THE LONG IRONS

(Nos. 1, 2, 3)

IRON play differs from wood club play in that a greater degree of accuracy is required with irons. Direction is not the only essential ; range is equally important. A drive can generally finish with impunity anywhere on the fairway, to the right, or left, or in the middle ; it may travel further than, or not as far as, we expected. With iron shots there is less scope. A slight inaccuracy in direction or range is more likely to find some kind of trouble, especially when the green is well guarded by hazards.

Except in special circumstances, the roll or run of the ball should be restricted ; with wood shots there is no such necessity, except perhaps with the spoon. The run of the ball is restricted by means of back-spin. To produce back-spin, iron shots must be played with more of a descending blow than wood shots. To facilitate this it is customary to play the ball a little further back, about midway between the feet—not opposite



Address ; long iron ; arms closer to body than with “ woods ”

the left heel as with the driver. Theoretically this is sound advice, but with the ball in this position the ordinary player often produces a low shot to the right, as a result of hitting the ball near the heel of the club. An inch or so either way in the position of the ball may make a considerable difference, and it is well worth while to experiment and find which position gives the best results. The same applies to wooden clubs. Irons are shorter than woods, consequently we must stand nearer to the ball. Do not bend over the ball ; stand erect, bending the knees slightly to avoid rigidity ; and use a square stance. The swing for the long irons is similar to that for woods, with only slight modifications. Again, as irons are shorter than woods, the swing is a little more upright and generally not quite so full as with woods. Accuracy both in range and in direction is the key-note of all successful iron play, and to obtain this accuracy it is advisable to curtail the back swing slightly, if the back swing with woods is full and free. Those whose back swing is not so full (generally known as a three-quarter swing) do not need to restrict their swing. The grip is slightly firmer. As the descending blow with any iron cuts, as it were, first through the ball, then into the turf, it is essential to keep a firm grip so that the club-head will not turn when it cuts into the turf. The firm, descending blow prevents the ball from rolling too far by

producing the desired back-spin, which, in turn, helps to steady and control the flight of the ball. The ball is pinched or squeezed between the club-face and the ground. The left arm must be firm and straight at impact ; and remember to "stay down to the shot". In other words, keep the left shoulder, left hand, and club head down as long as possible. Many players, in attempting to get the ball up, jerk the left shoulder up at impact, thus throwing too much weight on the right foot. Let the arms and hands do the work ; and do not dip the right shoulder on the down swing.

With iron clubs particularly, it is better to use one with which the distance can be reached comfortably. In other words, "play within yourself". Do not force with a club which may just get the distance. Forcing a long iron, or any other iron for that matter, generally results in a pulled or pushed shot ; the shot is mistimed. This is a common fault with promising young players. They like to brag that they reached such and such a green with a drive and a niblick. When they get older and more experienced, they will learn sense. The game is difficult enough without making it more so. They are also particularly prone to under-club against the wind. For example, they will force a No. 2 iron when a controlled spoon or brassie shot would be more effective.



Long iron ; beginning of down swing ; weight transferred to left foot ; wrists still "cocked".

That the choice of the right club to use is sometimes difficult is illustrated by the following incident described to the writer by the late Bob Winton, a well-known club maker in Montrose. Sandy Herd, many years ago, was playing at Carnoustie and had Andrew Kirkaldy as his caddie. As Herd was approaching his ball about to play his second shot, Kirkaldy handed him his brassie. "Give me my cleek, Andra," said Sandy, "I haven't a very good stance." "Play your brassie," brusquely retorted Kirkaldy. "You play this game wi' yer heid, no' yer feet." Not knowing the full situation, one cannot pass a verdict whether Kirkaldy was correct in the choice of club, but there can be no dubiety about "You play this game wi' yer heid."

After playing an exhibition game with Vardon, the writer was somewhat surprised to hear the champion say, in a conversation after the match, that he did not mind being outdriven—he seldom was—because though he knew, for example, that with his next shot he could reach the green with his cleek, he sometimes deliberately used his brassie. He did so to mislead his opponent, or put him in a quandary as to which club to play. Vardon would grip the club a little further down the shaft, and play the shot with a slight "cut" to decrease the length of the shot. Incidentally, there never was a more accurate brassie player than Vardon. On occasion Hogan allows his

opponent to outdrive him at a short par four hole so that he can play his second before his opponent. He then tries to place his second shot as close as possible to the pin. If he succeeds in laying it close to the pin, he makes it harder for his opponent to do likewise ; the reason of course is purely psychological.

The modern tendency is to use irons for their maximum range only. This we consider to be unnecessary, unless under exceptional circumstances, for it increases the margin of error, and is an unnecessary waste of energy.

Again, how often do we see a long-handicap player use an iron against the wind from the tee at a comparatively short hole, when, actually, he could scarcely reach it with his driver. He seems to think, because it is a short hole, it is the right thing to do. He not only fails to appreciate his limitations but under-estimates the effect of the wind. A green that can be reached normally with a No. 3 iron can, at times, be reached only with a driver. It is only to be expected that beginners should have comparatively little knowledge of the range of the various clubs ; experience and practice alone will teach them.

The No. 1 iron is rarely used ; it is seldom included in a set. The reason is that it is a very difficult club to play, due to its having very little loft. This means that it can be played only when the lie of the ball is very favourable, or from



Down swing "Hitting area". Note position of head—well behind ball; inward thrust of right foot; wrists "uncocked", and hands coming into position as at address.

a tee. In the hands of an expert it can be used effectively for long, low-flying shots, particularly against the wind. If a spoon were used there would be less chance of "cheating the wind", as the ball would tend to soar. When a No. 1 iron is not in the set, the club to be used is the spoon or the No. 2 iron. If in doubt whether the objective can be reached with a No. 2 iron, it is better to use a spoon, gripping it slightly further down the shaft. This will eradicate any doubt about "getting there", as there will be no need to force the shot. The proper mental attitude is just as important as the proper execution of the shot. If there is any doubt in the mind before playing the shot it will persist throughout the execution, and it will certainly have an adverse effect. As all shots are not hit perfectly, the shot with the stronger club has much more chance of reaching its objective.

The No. 3 iron, with its greater degree of loft, is easier to play than the No. 1 or No. 2 iron. It is also more useful in that a greater variety of strokes can be played with it. It can be used for little shots from just off the green or for a longer run-up, and for a half-shot. The No. 4 iron is generally used for the run-up, but if the No. 3 iron is held well down the shaft it will serve equally well. The term "half-shot" is really a misnomer. It implies a half-swing, and that the ball travels half the distance of a full shot. It is



Low shot, the address, hands in front of ball, ball opposite right heel.

neither : the swing is more than half, and the ball travels, consequently, much more than half the distance of a full shot. A half-shot with a No. 3 iron can be very effective against the wind. To play this shot, turn the body slightly towards the hole, and play the ball a little further back, that is, nearer the right foot, and with the right foot at right angles to the line of play, not pointing outwards as in the normal stance. In the back swing the left arm is kept straight, almost parallel to the ground, and the right elbow is well into the right side. The wrists then "break", and with the hands in this position the club passes a little beyond the vertical; it has reached the limit of the back swing. The downward blow must be firm; there must be no slackness or "letting up" to reduce the length of the shot. Keep a firm grip throughout, and stay down to the shot. At the finish of the stroke, both arms will be fully extended, almost parallel to the ground and pointing towards the objective. This shot is sometimes called a "push shot", probably due to the position of the arms at the finish of the restricted follow-through; the arms appear to have "pushed" the club through. If properly played, the ball will start low, then rise, and fall with little or no run—the result of the hands being kept low throughout, the position of the ball at the address (nearer the right foot), the firm decisive blow, and the effect of the head wind.



Long iron, follow-through, hands high, left leg braced.
Note position of elbows, perfect poise.

Accuracy with irons and the ability to vary their use according to conditions mark the difference between the experts and the less skilful. Some amateurs can drive as far as the leading professionals but few are as expert with irons. This fact was no doubt in the mind of Andrew Kinkaldy when he remarked, "Any d——d fool can drive."

CHAPTER VI

APPROACH SHOTS

Short Approaches

I. The Run-up Shot

THIS shot is played under certain conditions from just off the green up to about 30 yards. It must not be confused with the pitch-and-run, a longer shot that will be described later. From just off the green the run-up is very similar to an approach putt. As the ball is meant to run most of the way to the hole, it is obvious that an iron with little loft is required. Indeed, some players use a putter for this stroke, treating it just as another long putt. At St. Andrews the writer often saw the wooden putter used very effectively for the run-up by such players as Andrew Kirkaldy, Willie Greig, and James Anderson. Some players, particularly on seaside courses, prefer to use a putter, especially in the summer when the intervening ground is dry and suitable. It would be wiser policy for many ordinary golfers to do so than to jab at the ball with a No. 7 iron, as many of them do. When an iron with little loft is used

from just off the green, the ball, owing to the slight loft on the iron used, will land just on the green and run all the rest of the way. This shot differs from the chip in that the ball is made to run most of the way. The run-up shot for longer distances, say, up to 30 yards, does not land on the green like one from just off the green. As the ball has to run over part of the fairway before it reaches the green, the run-up shot can be played only when the intervening ground is not likely to kill the shot or kick it off the line. If it is likely to do so, a pitch shot will be more effective. As J. H. Taylor said, "There are no hazards in the air."

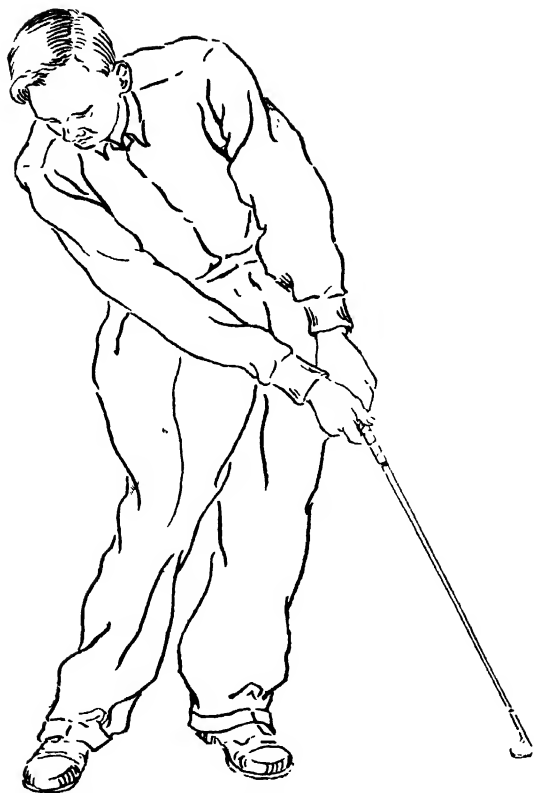
In the run-up, the feet, as in all short shots, should be close together without actually touching. The stance is slightly open with the body turned a little towards the hole. To keep the ball low and running most of the way these points must be remembered. First, the ball is played at a point nearly opposite the right heel, with the hands ahead of the club-head; secondly, the club is taken back with the left arm without "breaking" the left wrist; and, thirdly, the club should be kept low in the back swing and then swept through the ball, still keeping the club low in the follow-through. At the finish of a long run-up both arms will be fully extended. The right wrist may tend to roll over the left at the finish but, if so, there is no need to check it as nothing then can affect the stroke.

II. The Chip Shot

The chip shot is another very short approach shot. It is unlike the longer run-up in that the ball from anywhere close to the green is "chipped" or pitched on to the green with just sufficient run to reach the hole. The club to be used will depend in normal circumstances on the distance between the edge of the green and the hole. It will be the one which, without imparting spin, will loft the ball comfortably on to the green. If the green is slow, or if the hole is at the far edge of the green, a No. 7 iron will probably suffice. Like the run-up shot, it is played with a slightly open stance and with the feet fairly close. But unlike the run-up, the stroke is played with the ball opposite a point approximately midway between the feet, and the club is not kept so low in the back swing. On the other hand, if the green is fast, or the hole is on the near edge of the green, a No. 9 iron may have to be used. If so, the ball will be played at a point nearly opposite the left heel, again with an open stance and the feet fairly close. The club-face should be laid back a little. To prevent the ball running too far some back-spin must be imparted. To do so the club should be lifted up rather sharply with a free wrist action in the back swing, thus bringing about a steeper descending blow. But do not take the club up with the wrists alone as



Address for chip. Ball midway between feet, feet close, hands close to body and in front of ball, head directly over ball, club-head slightly laid back.



Follow-through, chip shot, head down, slight "give" in right knee, back of left hand facing hole, club face square to line of direction.

no shot in golf is purely a wrist stroke. To get this freer wrist action, grip the club less firmly but not loosely. It is very important to hit down and through the ball, and to follow through in line with the hole. If there is no follow-through, the stroke will be merely a jab.

For the little shots from just off the green it is safer to use a No. 4 or a No. 5 iron, but practice with the Nos. 7, 8, and 9 is also essential, for on occasion, owing to the contour and state of the ground, you will find that the loft on a No. 4 or No. 5 iron is not sufficient to prevent the ball from rolling across the green. It is well to remember that many little chip shots have to be played from "cuppy" lies near the green. The majority of players either half-top or fluff this shot. First, choose the club which will produce the height required ; secondly, see that the hands are slightly ahead of the ball at the address ; and, finally, hit down on the back of the ball.

III. The Pitch Shot

The pitch is a longer approach than the run-up or the chip. Much that has been said about the chip with a No. 7 iron is applicable to the pitch. For the shorter pitches the Nos. 7, 8, and 9 may be used, and the Nos. 6 and 5 for the longer ones. The No. 7 is one of the most useful of the pitching clubs, and its mastery can save many strokes. Accuracy with this club can often roll three

strokes into two. In other words, if the ball is pitched reasonably close to the hole there is a chance of getting down with one putt. It used to be said that the man who could pitch did not need to putt, the inference being that he need never take more than two putts as a result of his pitching close to the flag. Nowadays, however, the best players are not content with an average of two putts per green. Our professionals agree that it is this rolling of three strokes into two from a distance of 100 yards or even more that gives the American professionals their supremacy. The pitch is not only one of the most effective shots in golf but it is the prettiest to watch. To see the ball pitched high in the air covering the flag and dropping "dead" provides one of the finest thrills in golf. This is the stroke that seems to mystify the long-handicap player, yet, to the expert, it is one of the easiest and most delightful strokes to play.

How is it played? First, study the following preliminaries: open stance with feet fairly close; knees slightly bent forward; arms close to the body; the body slightly turned towards the hole; the ball opposite a point approximately midway between the feet; grip firmly with the left hand and thumb and forefinger of the right hand; hands slightly in front of club-head; lay the club-head back a little or, in other words, "open" the face to increase the loft.

And now the stage is set for the execution of the shot. Take the club back with the left arm in command ; keep the left arm close to the body so that the straight left arm and the club are almost in a straight line. The left heel at this point will just be off the ground, if at all, as some of the weight has been transferred to the right foot, though there should be considerable pressure on the ball of the left foot. The pull of the left arm brings round the left shoulder considerably but there is very little hip movement. At this point it is important to see that the right elbow is close to the right side. After reaching this point the wrists are sharply " cocked " and the club rises almost vertical with the left arm still straight and the right elbow close to the side. From this position the arms are slightly raised by the full cocking of the wrists till the hands are level with the right shoulder. There is no need to take the club any further back. Having reached the top of the swing, note the following points : the grip with the left hand should still be firm, and the thumb and forefinger of the right hand should be squeezing the grip ; there should be a feeling of complete command over the club ; the weight of the body should be on the heel of the right foot and the ball of the left foot ; the heel of the left foot is only slightly raised at the top of the back swing. Before the start of the down swing there should be a slight pause, so

slight that it is almost imperceptible. This pause has a steadying effect preparatory to the downward blow and gives the eye time to fix on that part of the ball which is to be hit. In the upward swing there has been a considerable turn of the shoulders, so in the down swing the left arm and left shoulder bring the club down and the shoulders round to their original positions, as at the address. Keep the left arm straight and both arms close to the body. As the club descends, the left heel is firmly clamped to the ground with the transfer of weight to the left side. The wrists are not fully uncocked till impact. At this point the grip with both hands must be firm and the left arm straight, with the back of the left hand facing towards the line of play. The down swing must be a firm, decisive blow, as the harder you hit into the ball the more back-spin will be imparted by hitting first into the ball, then into the turf. By this means the ball is firmly squeezed against the turf by the face of the club, and this produces the desired back-spin. One final warning in playing this shot : keep the head down and as steady as possible. In this shot there is a great tendency to raise the head immediately the ball is struck. Hit down and follow through, remembering that the follow-through is not so long as that of the longer clubs. If you practise this stroke, perhaps the most important of all and certainly the prettiest, you will find that by diligent and



No. 7 iron ; finish of full shot. Don't forget to follow through : follow-through is not so full as with " woods ".

intelligent practice you will reduce your score by several strokes.

IV. The very short pitch over a bunker or natural feature

This is generally admitted to be one of the most difficult shots in golf. Even though modern clubs, particularly American, have been produced for this particular type of stroke, the shot is still a difficult one to master completely, especially if the hole is on the near side of the green, or if the green is fast. Even from a good lie it is not an easy shot, but from a "cuppy" or hanging lie it is still more difficult. Much of the difficulty is increased by the mental attitude. The player's mind is obsessed: his mental troubles are concerned with the bunker immediately in front, the nearness of the hole to the bunker, and how to get sufficient back-spin to prevent the ball from rolling across the green. While actually playing the shot he is thinking of one or of all these things instead of concentrating on hitting the ball properly to get the result desired. As the distance is so short, the common tendency is to make a short, sharp jab in an attempt to produce the necessary back-spin. The result nine times out of ten is that the ball and a divot slowly but surely follow each other into the bunker. It is obvious that to play this shot a considerable amount of back-spin is required, so choose the

club with the biggest loft. Stand with the feet fairly close using an open stance, and play the ball from a point approximately opposite the left heel. Take a slightly shorter grip of the club, but don't crouch. The hands at the address should be just a little above the knees. Visualize the stroke you want to play, and try to dismiss the bunker from your mind entirely. We have previously stated that no golf stroke is made by wrist action only. This particular shot is played with the wrists and forearms. As it is a delicate little shot, accurate hitting is essential. The playing of this shot differs from the normal pitch shot in that the club, to permit freer wrist action, is not held so firmly. The back swing should be very upright, slower, and fairly long despite the short distance between the ball and the hole. The eyes should be directly above the ball and the head should be kept steady. As the stroke is played with the forearms and wrists there is practically no body movement. At impact the wrists should be fully uncocked and the left arm straight, with the back of the left hand facing the line of play. The ball is struck a sharp downward blow with a flick of the wrists at impact. Allow the club to follow through on the line of play so that the stroke will not be a jab at the ball.

As the stroke is played with little or no body movement, one would imagine that it should be

comparatively easy to keep the head steady, but it is a fact that many players, in their anxiety to see the result of the stroke, lift the head too soon. Try to keep the head steady, and keep it down till the shot is well on its way. The head is too often raised at impact, and the result is usually disastrous. When you address the ball for this particular shot it is a good thing to remind yourself to keep the head down. Keep your head down, don't hurry the swing, relax by not gripping the club too firmly so as to give the wrists and forearms free play. And, finally, forget about that intervening bunker.

V. The Pitch with the Mashie (No. 5 and No. 6 irons)

When the range of the approach shot is beyond the power of the No. 7 iron, a No. 6 or a No. 5 iron must be used. The No. 5 iron can also be used effectively for the chip and pitch-and-run shot. The No. 6, with its slightly more lofted face, is also useful on occasion for playing approach shots out of the semi-rough or from a very favourable lie in a bunker when some distance is required.

The stance for the No. 5 and No. 6 irons is the same, slightly open. The same stance is used for the No. 4. The ball is played opposite a point approximately midway between the feet ; and at the address the hands are slightly ahead of the



No. 5 iron ; address ; slightly open stance ; ball nearly mid-way between feet ; weight equally distributed between both feet ; arms close to body.

club-head. Stand fairly erect without any semblance of stiffness. To do this, bend the knees slightly. Take a firm grip of the club with the left hand and thumb and forefinger of the right. The club is taken back with the left arm and is kept straight and close to the body. The right elbow should be kept close to the side but not quite so close as with the No. 7, as the back swing is not quite so upright. There is also more lateral shifting of the hips with the No. 5 than with the No. 7. When the club is taken back, the right leg should straighten, with some of the weight transferred to the right heel. At the same time the left knee bends slightly inwards. The left heel is slightly raised, and considerable weight is put on the ball of the left foot. With the bending of the left knee, take care not to allow the body to lean forward. As with the No. 7, there is no need to take the club back higher than the point where the hands are level with the right shoulder. The downward blow is not so steep as with the No. 7 but otherwise the action is similar. It will be as well to recall these points. At impact the left heel must be firmly anchored to the ground ; the left leg and the left arm must be straight, with the back of the left hand to the line of play. Follow through after impact, keeping the club as low to the ground as long as possible. Do not sweep the ball off the ground. Hit it a decisive, downward blow. If the ball is

swept away there will be no "bite" in the shot, and there will be less control over its flight. If you are getting too much run on your approach shots, you may be hitting the ball up after the club has reached the bottom of the arc. In other words, you have hit the ball a fraction of a second too late. The ball should be hit at the bottom of the downward swing and not afterwards. Again, at impact, you may have too much weight on your right foot. The weight has not been sufficiently or timeously transferred to the left side. The left side must be braced at impact, with the left foot firm on the ground. Remember that the ball must be pinched or squeezed against the turf by the club-face. Do not "delve" at the ball, taking the turf first. Hit into and through the ball, as it were, and then the turf will be cut just in front of where the ball lay, and not behind it.

VI. The Pitch-and-Run Shot

Under certain conditions the pitch-and-run is most useful. It can be effectively employed on seaside courses when in summer the ground is hard and dry, or in winter when the ground is frozen. Under these conditions, when the greens are fast it is well-nigh impossible to pitch the ball on to the green and stop it there. The stroke, as the name implies, is a combination of pitch and run. There is no need to open the stance,

though some prefer a slightly open stance. The ball can be played from opposite a point midway between the feet or preferably a little further back, nearly opposite the right heel. The club is taken back with a straight left arm. It is kept low not only in the back swing but in the follow-through as well. The idea of keeping the club low both ways is to impart over-spin to the ball and to make it run as truly as the ground will permit. The ball in this shot runs much further than the chip or the pitch shot. To get plenty of run some players allow the right hand to roll over the left at impact, but this action can lead to trouble if not properly timed. The pitch-and-run is usually played with the No. 4 or No. 5 iron. It is used when a pitch is out of the question owing to dry, fast ground, or a following wind or both. When the greens are "holding", a pitch is preferable as there are no hazards in the air. A well-played pitch-and-run shot may be harshly treated by the intervening ground, but that risk on occasion must be taken. The "breaks" may be with or against you.

There is little distinction between the longer run-up and the pitch-and-run shot. The run-up is played from just off the green and up to about thirty yards. Beyond that and up to twice that distance either a pitch-and-run or a pitch shot can be played, according to the conditions already described.

VII. The Sand-Wedge Pitch : an American method

A noticeable feature in Ben Hogan's recently published book, *Power Golf*, is the omission of the Run-up and the Pitch-and-Run. Hogan at the time of publication had never played in this country. When Jones came to this country he soon found that, if he were to master the conditions prevailing on our seaside courses particularly, he had to learn how to play these shots. As the greens in America are well soaked with water, it is comparatively easy to pitch on to the green, and there is, consequently, no necessity to play the run-up. The Americans favour the more spectacular pitch. But the greatest virtue of the run-up is that, as Jones says, it will never finish very far away from the hole.

"If there is one club in the bag neglected by novices and duffers," says Hogan, "it is the sand-wedge." The sand-wedge, according to him, is not used for bunkers only ; he maintains that it is ideal for pitch shots because of its loft, and the wide flange on the sole of the club which prevents the blade from digging into the ground. It is ideal when you want the ball to stop quickly after it lands. Hogan even goes so far as to state that if anyone will take the trouble to learn how to use it, the sand-wedge can be the most useful club in the kit. All you have to do, according to him, is "to hit a little back of the ball". He

advises his readers to use this club "for all pitch shots from your maximum distance right on in to the green".

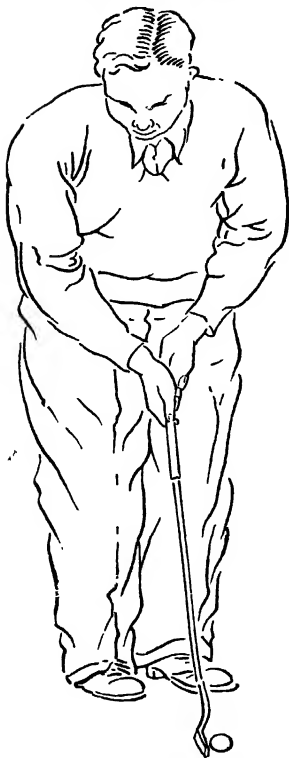
Hogan obviously attributes much of his success to his use of the sand-wedge. After much practice he has perfected this shot, suitable for conditions in America. It is questionable, however, if he would use this club for all his pitches in the conditions prevailing here. We believe that it is safer for the ordinary player in this country to play the run-up and the pitch-and-run when the conditions are favourable for these shots. The run-up, as we have stated, will not finish far away from the hole, but we can visualize the ball scampering over the green if the front edge of the sole of the wedge connects with the ball. The wedge shot demands more precise hitting. That the sand-wedge is a most useful club cannot be denied ; and its usefulness is not confined to bunkers.

CHAPTER VII

PUTTING

IF you watch the leading players putt, you will find that the majority stand with their feet fairly close together. This is to be expected, as it is a general rule that the shorter the stroke the closer the feet. The right foot is generally a little in advance of the left, though the square stance and the closed stance can also be successfully adopted. In putting, most of the weight is placed on the left foot. There should be no feeling of rigidity or stiffness in the legs or body. One must feel comfortable. Both arms are slightly bent, the left perhaps a little more so than the right. The left elbow should be pointing towards the line of play. The right elbow is tucked close to the body and rests very lightly on the corresponding thigh. The body should be held fairly erect without being stiff. The head is bent forward and should be directly above the ball in any normal stance. The head, body, and legs, for shorter putts at least, should be kept perfectly steady while the hands, wrists, and forearms are in action. The head should be kept down until the follow-through is completed.

PUTTING : THE ADDRESS



Body erect, knees slightly bent, slightly open stance, ball opposite left toe, arms slightly bent and close to body, head directly over ball. Note position of hands—against shaft ; comfortable position, without any tension of body, legs, and arms.

The hands play a very important part in putting. No stroke requires more delicacy or "touch". It is in this part of the game that the first-class American golfers are supreme. Various reasons are given : the well-watered and consistent greens in America, it is alleged, give the Americans confidence to putt boldly. There is only a modicum of truth in this, for no matter what the condition of the greens, fast or slow, the Americans remain supreme. Another reason put forward is that the Americans practise more. This is true, but it is not the whole truth. It contains the secret : their practice is diligent and intelligent. They practise hard ; they experiment ; they know exactly what they want to do and how to do it ; and they remember how to do it.

The writer once asked a leading English professional what method he adopted when putting. He confessed that he did not know. How different when the same question was put separately to two famous Americans. One instantly replied, "Back with the left, through with the right." The method used by his compatriot was quite different. He used his right ; in other words, the right hand was dominant throughout the putting stroke. It so happened that the English professional just mentioned won the Open Championship the following year, mainly due to good putting. It would be wrong to deduce from

this that it is better not to know how you execute a particular stroke. It would be interesting to know whether this professional in the interval learned wisdom. Unless you know what you are doing, or not doing, you cannot correct any fault that may arise. You must be able to "check up".

The importance of the hands has been stressed. Yet it must be admitted that in putting one cannot be dogmatic about their use. The best putters agree to differ as to the method to be used. Let us consider the different methods employed by the aforementioned Americans. First, "back with the left, through with the right". This is self-explanatory: the left hand takes command as the putter is 'drawn back, then the right takes over in completing the forward stroke. Secondly, "all right hand". This does not mean that the left hand plays no part; it simply means that the right hand is dominant throughout. Of these two methods the second seems less complicated, yet, as it happened, the professional who adopted the first method was the better putter. In fact, he was then recognized as the best putter in America. Though this method obviously suited him, it does not follow that it must be adopted by all. It is better than the other in one respect at least: there is less tendency to lift the putter too high on the back swing.

But it can be maintained, and maintained successfully, that neither hand should be the

master at any time. In other words, both hands should work together as one. At all events there must be unison. When you are putting well you will find that this is so. You will not be conscious of the mastery of either hand. Experiment, and if you find a better method, by all means adopt it.

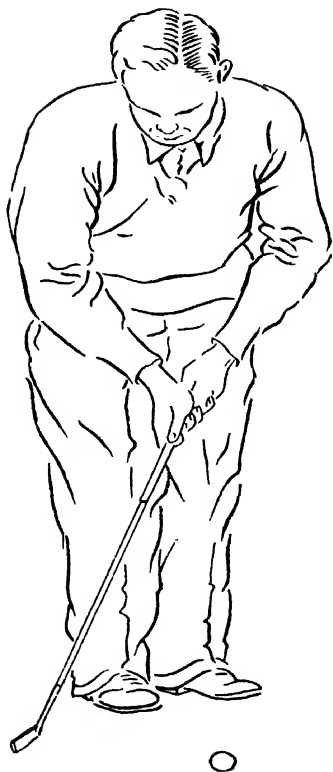
The grip on the putter differs slightly from that on the other clubs. Take the left hand first. It should not be placed so far over the shaft ; the back of the hand should be at right angles to the line of play. The thumb is placed down the shaft, not diagonally across it. Grip the putter firmly with the last three fingers. In the ordinary grip you see two knuckles at least of your left hand, but with this grip you will see none. This is the grip generally adopted by those who take the putter back with the left hand. The right hand, too, is not so far over the shaft, and the thumb generally points more down the shaft. Those who maintain that they putt with the right hand as master, generally grip the putter firmly with the thumb and forefinger of the right hand. They also hold the putter fairly firmly with the last three fingers of the left hand ; and the position of both hands is generally as just described. Both hands must be close together, using an over-lapping or interlocking grip according to preference.

The main object is to put the ball into the

hole no matter what method is adopted. It is of the utmost importance to take the putter back properly. If it is not, then it is unlikely that the ball will be struck accurately with the blade of the putter square to the ball. There is a natural tendency to take the putter back off the line away from the body. The result is that the putter is brought forward with its face not square to the ball at impact. This inaccuracy will be aggravated in the longer putts, as the longer the putt the longer the back swing. The putter should be taken straight back, not away from the body. To take the putter back smoothly and accurately is not as easy as one would imagine. It requires constant practice. If you succeed, half the battle is over. You will form a good idea whether your putt is to be successful or not when you are on the back swing. Any attempt to correct it in the forward movement will likely prove disastrous. The final, smooth, and all-important stroke must be made with a firm left wrist. There should be no jabbing.

The putter should be held neither too tightly nor too slackly. If the putter is held tightly the muscles of the wrists and forearms become too tense and prevent free movement of the hands. If it is held too slackly there is every chance of losing some control over the putter, thereby destroying some of the rhythm of the stroke ; it will look like a half-hearted effort.

THE BACK SWING

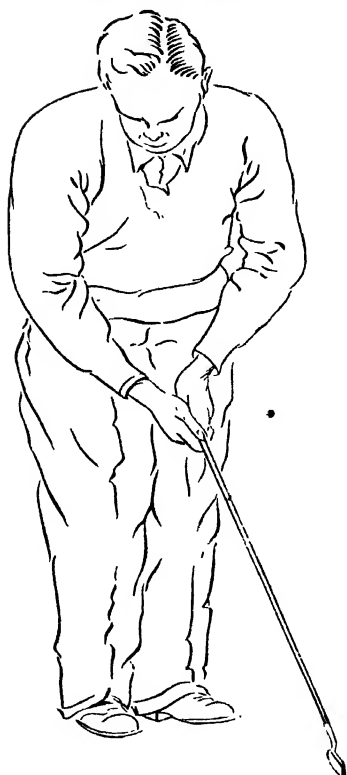


- Back swing for longish putt, no wrist "break", club-face as square as possible to line of direction.

The head or blade of the putter should be kept low not only on the back swing but in the follow-through. The length of the back swing and the follow-through varies according to the length of the putt. Only practice will teach you how far to take the putter either way. At times you may find that there is a tendency for the right hand to roll over the left resulting in the ball finishing to the left of its objective. It is to counteract this that the left hand is held not so far over the shaft. In fact, both hands are held more against the shaft than over it, both hands counteracting each other, yet working harmoniously.

Many putts, particularly short ones, are missed through moving the head. Anxiety to see the result makes the player look too soon at the progress of the ball on its way to the hole. Again, when close to the hole, the player, instead of concentrating on the ball, sees the hole through the "tail" of his left eye; his attention is divided and the result is usually failure. One should turn a blind eye to the hole under such circumstances. Short putts require care at all times, and particularly so when the green is fast and the hole is cut on a slope. It is probably easier to hole a putt of two yards on the flat than to hole a yard putt on a slight slope. The effect of the slope has to be judged. Suppose allowance is made for the "borrow" or bias and the ball is struck just a trifle too strongly, the bias will fail to act in

THE FOLLOW-THROUGH



Head down, club-head low throughout entire stroke. Club-face square to line of direction

time to turn the ball into the hole. On the other hand, if the ball is not struck strongly enough, the bias will act too soon, and the ball will fade away from the hole according to the slope. Sometimes it is difficult to decide whether to make any allowance or go boldly for the back of the hole. Indecision generally proves fatal. Under such circumstances go for the hole.

There are times to be bold and times to be wary on the greens. "Never up, never in" is a well-known maxim. When the greens are slow it is wise to be bold, particularly with the holcable putts. But it is another story when the greens are fast. If one is bold and misses the hole, the ball may overrun the hole so far that it is no easy task to hole the next putt. Confidence can be shaken, and the return putt, as a result, may be struck so timidly that it fails to reach its objective. It is better to imagine, when the greens are keen, that the hole has four entrances: front, back, and two side ones. If you strike the ball with just sufficient strength it may drop in at the front entrance, or curl round the lip of the hole, dropping at either side or at the back. A ball travelling slowly has more chance of doing this. A ball running faster is likely to run over the hole, though occasionally it may hit the back of the hole, jump in the air, and drop in. It will have little chance if it hits the side of the hole.

Many spectators gasp with surprise when they see a leading player miss a short putt. They put it down to nerves or what is commonly called the "jitters". It may be so, for nervousness will tend to make the player snatch at the ball with his putter instead of striking it smoothly. Nervousness has caused his muscles to become tense and he has lost, temporarily at least, that all-important virtue in golf, relaxation. The mind controls the nerves. It may be that the importance of the putt becomes such an obsession that he fails to think about hitting the ball correctly. A leading professional knows that one extra stroke may mean the loss of a few hundred pounds ; it may rob him of a championship. He knows that the winner's name goes down to posterity and that the runner-up, though only one stroke behind, is usually forgotten. Short putts can be missed through carelessness or over-confidence. We seem to see the ball in the hole before we have actually played, just as if holing-out were a matter of routine. The player may be disturbed by outside agencies, movement, or noise ; he may be upset by some irregularity or rough spot on the green between the hole and his ball. He may be undecided about the line, whether to borrow or not, and how much to borrow. Again, he may so concentrate on the line that his visual memory of the length of the putt fails him, and the putt usually stops short. The key to the situation is

the mental attitude. When in doubt about the line, go for the hole ; and if there is any rough spot in your line, forget it ; hit the putt a little harder and hope for the best. Over-concentration and day-dreaming are equally fatal.

The writer has stated that the head, body, and legs should be kept still for the short putts. With the long or very long putts, sometimes called "approach-putts", they are not kept perfectly steady. The long back swing demands greater freedom and the arms come into play. To get this freer action there will be a slight lateral movement of the hips and a slight give at the knees. If this freedom is restricted the stroke will be more of a jab, especially if the wrists have mainly controlled the swing. The left arm should move forward with the stroke, keeping the head of the putter as low as possible. The forearms should come into play in all long putts. An all-wrist action has no place in long putts. In fact, it is well-nigh impossible to play an approach putt with wrist action only. Long putts and short putts are relatively more difficult than the putts of middle distance. It is difficult to gauge the distance of a long putt, as greens vary not only from course to course but often on one course. The difficulty with a short putt, say, of three feet is that it has to be hit firmly yet gently as the ball has to travel such a short distance. Short putts are often missed through trying to

guide the ball gently into the hole without hitting it firmly.

All golfers, good, bad, and indifferent, should make a practice of never conceding to themselves or their opponents a putt more than a foot in length. Champions have been known to miss a putt even less than that. If the hole is on a slope, no matter how slight, even a foot putt should not be conceded. Many a short putt has been missed because a player expected his opponent to concede it. This is a trick sometimes deliberately practised. Your opponent in the early stages of the game may concede you putts up to two feet in length, then, without any apparent reason, he does not concede one which you unwarily expected. Your mental equilibrium is disturbed and the result is fatal, as a rule. It may even upset you for a few holes, especially if you missed the putt. But don't blame your opponent for lack of sportsmanship. Remember he is perfectly justified in not conceding any putt, however short, if he is so inclined. Under such circumstances never act hastily; the reaction tends to make one do so or become tense.

Close observation will reveal other tactics on the green. For instance, imagine A is putting up to the hole and B's ball lies beyond at the back of the hole. A makes sure that his putt is up for two reasons: never up, never in; and if the ball overruns the hole it may stymie his

opponent. Again, if the two balls are lying fairly close together and A putts first, he will not go for the back of the hole but will roll it up sufficiently to drop in or stay short, again shutting the door on his opponent. This is often done, especially with longer putts. These tactics can also be adopted even if the balls lie apart. For instance, A has a putt that he will be glad to lay "dead". He rolls the ball up so that it will finish near the hole but preferably on the side of the hole from which his opponent has to putt. By so doing he may have the fortune to stymie his opponent or make it very difficult for him to hole his putt. But if one could lay stymies deliberately from all parts of the green there would be no need to try as it would be easier to put the ball in the hole, which, after all, is the most important thing.

When a player misses a holeable putt and tries it over again he is generally successful. The putt seems much easier. This is such a common experience that it has given rise to a well-known and often-heard saying, "Any darned fool can do it a second time." If we relaxed over the first putt as in the second attempt we should be more successful on the green. If you are going to miss, "miss them quick", said Alick Smith, ex-champion of America and brother of the famous Mac. But wouldn't we prefer to "hole them quick", if we could?

Putting is one department of the game which

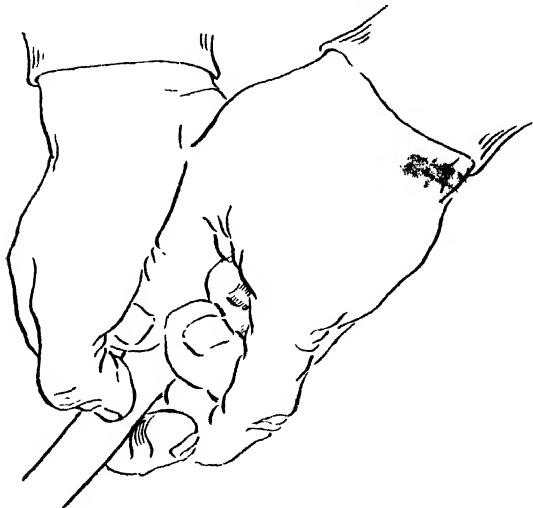
you can practise at home at any time you cannot get on to a putting green. Practise the swing, particularly the back swing ; you can practise even without a ball. You can hit a ball if you like but it isn't likely to run truly, and the texture of a carpet is different from that of a green. The main thing is to swing the putter back and forward correctly. Watch the movement of the club head to see that it meets the ball squarely. A few minutes' practice in the winter evenings will not only keep you in touch with your putter but your putting will improve, especially if your putting action is not as good as it should be.

There are three main kinds of putters : steel, aluminium, and wooden, so-called according to the material of which the head is composed. The putter in most common use is the steel, usually one with a wry neck. Aluminium and wooden putters can be very useful for long or approach putts. They are not favoured generally for short putts, and they seem to have gone out of favour, though it must be admitted some players have used them successfully for all kinds of putts. A few players carry two putters, but there must come times when one is left in doubt as to which one is to be used. One putter in the bag is sufficient, but it is good policy to possess two, for often a change of putter works wonders, but usually only temporarily. In the final round of the Masters' Tournament at Sunningdale, in

1948, Von Nida created a sensation by returning the phenomenal score of 63 in his final round. In doing so he changed not only his putter but his putting stance. His success in the tournament was largely attributed to his remarkable putting. When Cotton won the Open Championship at Muirfield in the same year it was noted that he, too, had changed his usual putting stance; he played the ball not opposite the toe of the left foot but further back, nearer the right foot. ~~The~~ experts not only practise but experiment, and adopt, for the time being at least, the methods that give them the best results.

Putting, a game within a game, lends itself to experiment more than any other part of the game. Freak putters have been invented, and there are many freak styles of putting. We have described the conventional methods, but many of the leading Americans to-day differ from the conventional. What they have tried to do is to make the "mechanics" of the putting stroke as accurate as is humanly possible. They realize that to obtain greater accuracy the head of the putter should be kept as far as possible square to the ball, as at the address, throughout the entire stroke. In the conventional stroke the face of the putter is opened on the back swing, chiefly due to "breaking" the wrists. Consequently, as the putter in the forward swing has to be brought back to its original position, as at the address,

that is, at right angles to the line of direction, it must be closed just that amount it was opened in the back swing. This, obviously, demands a very delicate sense of timing and accuracy. Herein



Unconventional putting grip : reverse overlap as used by Byron Nelson ; note point of thumb.

lies the chief source of trouble, the opening and closing of the face of the putter. To ensure greater accuracy by decreasing the possibility of error, the main object in the stroke should be, as far as possible, neither to open nor to close the

face. To facilitate this, the grip has been altered. The left hand is turned slightly more to the left, and the right more to the right. Both hands are consequently more under the shaft than in the conventional grip. The object of this is to restrict the wrist action, which mainly causes the face to open and close. In the conventional grip the little finger of the right hand overlaps the forefinger of the left hand, but in the newer grip the forefinger of the left hand overlaps the last two or three fingers of the right hand, according to the length of the player's fingers. The right thumb is sometimes bent, with the point of the thumb digging into the leather.

With this grip the wrist action is very much restricted ; the hands and arms make the stroke with the shoulder joints as the hinges. The back swing is much shorter than the conventional, with no "break" of the wrists. The club is then pushed, as it were, through the ball, keeping the face of the putter square to the line of direction till the stroke is completed. The arms, wrists, and hands follow through without any bend or "break". Even for long putts the back swing is comparatively short ; the longer the putt, the bigger the push. Herein, we think, lies the objection to this method, otherwise excellent for short or holeable putts. Those who use the conventional grip and the ordinary methods of stroking the ball will probably find that the

restricted back swing and the "push" combine to upset the rhythm of the stroke for long putts ; there will be a tendency to jab. And it will be more difficult for the player to judge the strength of the putt. Patient practice, however, may overcome these difficulties. If this method is adopted, a fairly heavy, upright putter should be used.

CHAPTER VIII

BUNKER SHOTS

ONLY too soon will the beginner make acquaintance with bunkers. This is to be expected, as many of his shots are bound to go astray and find trouble. There is no need, however, to be unduly dismayed or worried when you find your ball in a sand trap, for most bunker shots are not so difficult as they appear to be.

A variety of shots can be played from bunkers, the precise shot depending on the conditions and circumstances. The first aim of the beginner should simply be to get the ball out. For him the most useful shot under any circumstances is the explosive or blast. These terms are self-explanatory. The first problem for the beginner or the expert is to judge the resistance of the sand; it may be light, dry, and powdery, or heavy, wet, and coarse. The best way to test the sand is to "feel" with the feet as you embed them in the sand when taking your stance. This action is necessary not only to test the depth and nature of the sand but to give the feet a firm hold so that they will be less likely to slip. To avoid

slipping there should be little or no pivot ; and let the arms and wrists alone do the work. This will help to prevent the feet from sinking further into the sand, particularly during a forcing shot. If the sand is wet or hard, less sand should be taken ; if it is dry and powdery, more will be taken. Experience alone will teach you where to hit the sand.

The first thing to learn is to get the ball out. Once this is accomplished, the beginner will soon learn to add to his repertoire of bunker shots. The club to use is a niblick or a sand-wedge. Adopt an open stance, with both feet well embedded in the sand. The ball should be played at a point opposite the left heel.* Lay the club-head back, and aim not at the ball but at a spot fully an inch or so behind it. Precision of aim is more difficult as the rules of the game prohibit the "grounding" of the club-head in a hazard, and it is consequently by no means easy to keep the club-head absolutely steady. As quite a lot of sand will have to be dislodged in an ordinary explosive shot, a firm grip of the club should be maintained throughout to prevent the club-head from turning on impact with the sand. Don't be afraid to hit hard into the sand behind the ball. But merely to do this will only leave the ball in the bunker. The club-head must not only dig into the sand, it must plough its way through and come out of the sand. The follow-through is

all-important. Do not leave the club-head buried in the sand. This is a common fault with many golfers ; they " funk " at the last second and fail to go through on the shot, particularly from a bunker close to the green. Being so close to the green they are afraid to hit hard ; they fail to appreciate the resistance which the club-head meets in trying to force its way through the sand. As a result they fail to get the ball out and it generally comes to rest in a worse position close to the face of the bunker. The result will be the same if the club-head is driven too deeply into the sand or too far behind the ball. On the other hand, if not enough sand is taken, the ball is likely to overshoot the green ; the club-head has struck the sand too near the ball. If the sand is hard or frozen, use a niblick, not a sand-wedge ; use a sand-wedge when the sand is dry and powdery.

When the sole object is to get out of a deep-faced bunker, the easiest way out should be chosen. Do not overlook the chance to play to either side or even backwards. The entrance and sides are less steep as a rule.

The experts use nearly every iron for bunker shots ; it depends on the lie, the depth of the bunker, and the range required. Do not be altogether surprised if, on occasion, you see them use the No. 4 wood. Remember, however, that a No. 4 wood has more loft than a No. 3 iron.

But you cannot play a No. 4 wood from a bunker unless the ball is sitting up well, and provided the face of the bunker is shallow. At the best of times it is risky, as the ball has to be hit cleanly without touching the sand behind it. It is used in a more or less desperate effort when there is a possibility of reaching the green. In playing this shot there are three difficulties : the rules forbid the "grounding" of the club at the address, which, in itself, makes the shot more difficult ; the ball must be hit as clean as a whistle ; and the feet will tend to move or slip in the sand when a full shot is played. To prevent this, there should be little or no ankle pivot. The ordinary player is not likely to succeed with this shot, but there is no reason why he should not try it as an interesting experiment.

When trapped in a bunker close to the green, the expert does not rely solely on the explosive shot. He may consider that an explosive shot will not be sufficiently accurate to allow him a reasonable chance to hole out with one putt. Hagen, for example, was an expert at flicking the ball cleanly from the sand. This shot requires confidence no less than skill ; and Hagen had both in abundance. For such a shot the club to be used is one with a little more loft than would be required for the same shot to be played from the fairway. It is too dangerous and too delicate a shot for any but the expert ; the

slightest error results either in a "fluff", or the ball scampers over the green.

A less dangerous shot than the chip or flick is a modified or semi-blast stroke. It should be played with a niblick rather than a sand-wedge. The head is laid back and driven into the sand about half an inch behind the ball and just under it ; the club-head at impact is almost horizontal. As less sand has to be exploded than in the full blast, less force is applied. The stroke, however, must be as decisive and precise, with a free wrist action. It must be remembered that this stroke, like the chip from a bunker, should be employed only when the ball is lying well. If the semi-blast is properly played, the ball will rise quickly with considerable back-spin, caused by the thin layer of sand between the ball and the face of the club when it passes under the ball. Should the ball be lying in a heel-mark or foot-print, an explosive shot is the only choice.

Another bunker shot which is spectacular but dangerous is the "cut" shot. It is played with a niblick, not a sand-wedge, in the same way as the modified blast shot, except that the face of the club is drawn across the line of play from outside-in. This adds side-spin. The ball on reaching the green "breaks" sharply to the right and sometimes backwards. Leave this shot to the experts who may exploit it when the occasion demands it.

The finest cut shot from a bunker the writer ever saw was played by David Ramsay of Carnoustie, now a professional, in a tournament at Montrose. At the Long Hole his ball lay fairly close to the bank some 3 feet high and about 20 yards from the flag. He had no option but to play out sideways to the left. The ball landed on the edge of the green some 10 yards to the left of the flag, then broke sharply to the right and lay looking into the hole, laying his opponent a stymie at the same time. When the writer congratulated him on this shot, he replied, "We get plenty practice at Carnoustie." Therein lies the secret—practice and plenty of it.

Bunker shots call for originality, imagination, and daring. Bobby Jones records with much satisfaction how, at Columbus, at a critical stage in the last round of the Open Championship, he played an extremely difficult bunker shot in what might have appeared an unorthodox way. This was the situation as described by Jones. "The ball was lying near the left bank, leaving the full width of the bunker to be played over. The hole was a scant 10 or 15 feet beyond the opposite bank, and about 6 feet beyond the hole was a terrace, which would carry the ball far away down the slope if it should pass over the top of the rise." Using a mashie-iron, Jones deliberately scuttled the ball across the sand up the sloping face or bank some 2 feet high. To his great relief

the ball came to rest some 4 feet from the hole, and he sank the putt. The mashie-iron has now gone out of favour ; it was a deep-faced iron with the loft of a No. 2 iron, and its length was that of a No. 4 iron.

The writer once saw his late friend, Abe Mitchell, play a disastrous, unimaginative bunker shot at Gleneagles soon after he joined the professional ranks. At "Wee Bogle" his ball lay in a very shallow bunker about 6 yards from the pin. There was no face or bank to surmount, and the ball lay cleanly on the firm sand of the gentle up-slope. Obviously about to play an explosive shot, Abe, in orthodox fashion, dug both feet well into the sand. He blasted the ball out far over the green into deep heather. He was lucky to lose only two strokes. A more imaginative player would have used a putter or a straight-faced iron. A mere tap with either would have placed the ball reasonably close for him to get down with one putt. His mental attitude may have been disturbed because he admitted to the writer that in a practice round he had found it almost impossible to get out of the deep bunker guarding the first green. The nature of the sand seemed to beat him, for less expert players found no great difficulty in getting out.

Finally, before leaving a bunker, see that you conform to the etiquette of the game by filling

up any holes you may have made. You can do so with your feet or by raking the sand with your club.

Playing from the Rough

Lies in the semi-rough or rough vary, but you must consider yourself lucky if the lie is at all favourable. More often you will find the ball well bedded in the grass, probably with a tuft immediately behind the ball. In such circumstances the only thing to do is to try to dig the ball out on to the fairway, even though it may mean playing out to the side and not towards the hole. You must reconcile yourself to the fact that by so doing you are losing a stroke, but if you attempt to get greater distance you may lose a few more. And remember there is always the possibility that you may pick up the lost stroke by holing a good putt or by playing an accurate approach.

When the ball is lying deep in the grass, a club with considerable loft must be used to dig the ball out. The hands at the address should be slightly ahead of the ball. Do not open the face of the club. A firm grip must be maintained throughout so that the wrists will be firm at impact, otherwise the club-head, as it buries itself in the grass, is liable to turn. Try to hit the back of the ball hard with a rather sharp down swing. With a cushion of grass between the ball

and the club-face, it is impossible to impart back-spin. As a result, there is less control over the shot, and the run of the ball, if it reaches the fairway, may be erratic.

Generally speaking, it is seldom that a club with less loft than a No. 4 iron can be played from the rough. As little or no back-spin can be imparted, remember that the ball will run further than it would if played properly from the fairway ; and it is well to remember this, particularly if the green is within range. On rare occasions you may be lucky enough to get a favourable lie in the semi-rough ; if so, you may use a spoon, preferably the No. 4 wood, if distance is required. Do not use a spoon, No. 3 or No. 4 wood, as some do, if the ball is at all bedded in the grass. If you do, you will certainly play your next stroke from the rough.

CHAPTER IX

AWKWARD LIES

Uphill Lie

WHEN your drive finishes on the fairway you expect to find your ball lying reasonably well. Generally you do, but occasionally you may be unlucky. Fairways suffer from weather, wear and tear ; and few of them are absolutely flat. Your ball may come to rest in a slight depression ; or you may find that though the ball is lying well the stance is awkward. You may be even so unlucky as to find that you have, at the same time, not only an awkward stance but an uneven lie. In golf, as in all games, there is an element of luck. Two equally well-hit drives can find two very different positions on the fairway. The ability to play shots from difficult positions marks the chief difference between the experts and the less skilful players.

It is comparatively easy to play from an uphill lie, as from this position there is little difficulty in getting the ball to rise. With the left foot being higher than the right, more weight is

naturally thrown on the right foot than on the left. Perfect balance is essential ; it is necessary not only for power but for what is more important, accuracy. To obtain this, the pivot should be somewhat restricted and the back swing slightly shortened. You will do this more easily if you take a shorter grip of the club.

The chief difficulty in playing from an uphill lie is to transfer the weight on to the left foot at impact. The tendency is to have too much weight on the right foot at the top of the swing, with the result that not enough weight is transferred to the left foot at impact. In the follow-through, with too much weight on the right foot, the body will tend to fall backward a little as the hands rise in the follow-through. With the weight thrown back and the right shoulder too far down one can expect almost any kind of shot—a slice, a skied shot, a top, or a “sclaff”, that is, hitting the ground behind the ball. The misplacing of weight upsets the balance so necessary for accuracy.

It is important to remember that even if the stroke is properly executed, the ball will tend to soar, the more so if there is a head wind. To prevent the ball from rising too steeply, and to obtain consequently greater length, an expert player will use his driver rather than his brassie, if the lie is good. From an uphill lie, if you hit the ball properly, you will get a higher shot than

you would from one on the level. The higher the flight, the less the distance, consequently you must use a club one number lower (a club with less loft) than you would take for the same shot from a level lie. For example, use a brassie instead of a spoon, remembering to take a shorter grip. The same applies to all iron shots, for example, a No. 4 instead of a No. 5, a No. 6 instead of a No. 7.

The ball must be played where the lowest part of the swing will be, that is, forward towards the left foot. Try to sweep the ball away cleanly with the club-head following the slope. An uphill lie tempts the beginner and the ordinary player to have a "go". Do not be tempted. Hit easily, for by so doing you are less likely to lose your balance. If you try to hit hard you will probably overswing, lose balance and control.

It is also worth noting that, when playing from the flat to a green which lies uphill, one should choose a stronger club than one would use to a green on the same level.

Downhill Lie

To play from a downhill lie is more difficult than from one uphill. It is by no means easy to get the ball to rise from such a lie. This is due not only to the nature of the lie but to the fact that more weight than usual is on the left foot,

the left foot being lower than the right. It is essential then to use a club with more loft than one would from a level lie. Stand closer to the ball, taking a slightly shorter grip ; swing a little more upright, and open the stance slightly.

The great mistake in playing this shot is to try to assist the club to raise the ball in the air. In doing so, most players strike the ground behind the ball, producing a "sclaffed" or a topped shot. Use a club with sufficient loft to raise the ball the desired height. Let the club do the work. Make no attempt to "dig" the ball up ; the club-head should follow the slope, and just skin the turf. Again, the ball must be played where the lowest part of the swing will be, that is, back, more towards the right foot.

If the slope runs not only down but towards you, the tendency will be to hook or pull ; if it runs away from you the tendency will be to push or slice. Make allowance for this by aiming a little to the right or to the left according to circumstances.

Below the ball

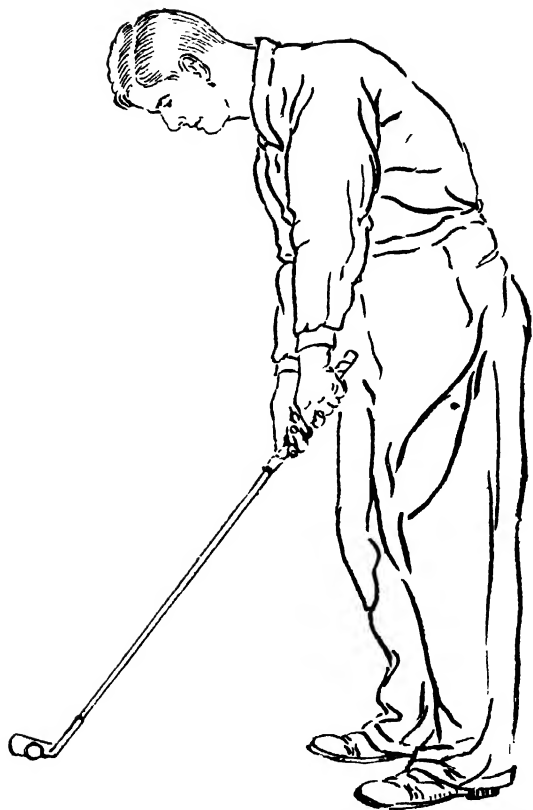
From such a lie the tendency is to hook. Control of the shot is the first essential. The longer the shot the more difficult it is to keep the ball from going off the straight.

First, take a slightly shorter grip of the club.

Adopt a square stance with the ball opposite a point midway between the feet. Restrict the pivot and curtail the back swing; and on no account try to force or press the shot. If you force the shot your down swing will resemble the forward sweep of a scythe, and a wild hook is likely to result. Your body will tend to turn away and back from the ball. To counteract this tendency, put a little more weight on the balls of the feet. Hit easily but firmly, and try to prevent the right hand rolling over the left too soon—the chief danger in this shot. The follow-through should be curtailed but you must play through the ball, keeping the club-head travelling on the line of direction as far as possible. A full follow-through is likely to produce a shot off the straight. Again it is advisable to sacrifice a little distance for accuracy.

Above the ball

To play a good shot from such a position is fundamentally a question of balance. One has to be careful not only when pivoting but particularly on the down swing. The natural tendency is to fall forward, as the weight is inclined to be thrown on to the toes. If the balance is upset through falling or leaning forward there will be little or no follow-through. The resulting stroke is almost certain to be unsatisfactory. Anything



Standing below ball ; weight on balls of feet ; shorter grip of club ; ball midway between feet ; square stance.



Standing above ball, knees more bent than normally . weight on heels ; hands at end of grip.

may happen, but the ball generally flies off to the right, just as it often flies off to the left when one is standing below the ball.

Do not on any account try to force the shot as this will only aggravate the tendency to fall forward. It is better to sacrifice a little distance for accuracy, especially if it is impossible to reach the green. To maintain better balance it is advisable to keep the weight mostly on the heels, as this will counteract the tendency to fall forward. To make sure you will reach the ball, take a longer grip of the club. The knees should be bent more than they would normally, and instead of being erect you will assume something of a sitting position. Curtail the back swing, as this will minimize the possibility of over-balancing. The down swing and the follow-through are all-important, for it is on the down swing that balance is most likely to be upset. If you press, you are almost certain to fall forward ; you will mistime the shot and there will be little or no follow-through. Try to keep your balance by hitting easily and keeping your weight on the heels as much as possible. Stay down to the shot as long as possible ; do not raise the head and shoulders. Finally, aim slightly left to allow for a probable fade to the right.

To practise all these shots from awkward lies is time well spent.

CHAPTER X

COMMON FAULTS

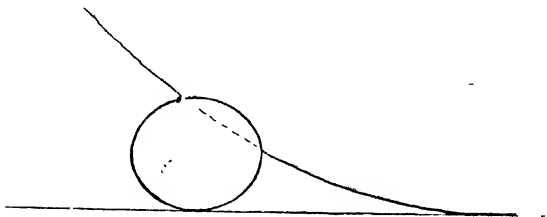
Topping

EVEN the best of players make mistakes at times. When they do, it is usually on the green, or hooking or pushing the long shots. Very rarely do they completely top a shot—a very common experience with beginners and high-handicap players. Many golfers imagine wrongly, but excusably, that topping is always caused by hitting the ball on the top on the down swing. In most cases this is not so. The ball, when topped, is generally hit soon after the club-head leaves the ground on the up swing.

Topping is often the result of a too deliberate attempt to make the ball rise, an attempt which not only defeats its own ends but usually produces a result the opposite of the one intended. In an effort to get the ball up, the beginner often dips the left knee on the back swing. As a result the left shoulder is too low and the right too high at the top of the back swing. Then, on the down swing, the right shoulder is dipped and the left

shoulder consequently is pulled up abruptly. Thus, throughout the swing, the arc has been raised. When this happens, the ball is hit, if at all, above the middle, and this, of course, means a topped shot. Do not try to swing the club-head under the ball. Remember that when the intention is to get the ball up quickly, it must be hit a descending blow just before the club-head

TOPPING—MORE FREQUENT ON UP SWING THAN ON DOWN SWING



reaches the bottom of the downward arc. This applies particularly to irons.

Topping, of course, can be caused by hitting the ball above middle on the down swing. When this happens, the club has usually been lifted steeply and brought down too sharply. The result is that the ball is usually topped; it may be "skied" if the club-head hits the ground immediately before impact and connects with the ball below the middle. Instead of swinging to the ball the player has chopped at it. The basic

reason for this is that not enough weight has been transferred to the right foot on the back swing.

Raising the head or looking up too soon may also cause topping. Even good players commit this error sometimes when under strain. It is also a common experience when playing into the sun. Against the sun it is very difficult to follow the flight of the ball and, knowing this, players lift their heads too soon in an effort to get a glimpse of the ball before it goes into the sun. Keep the head down, but remember that to keep the head down too long, at least in a full shot, restricts the movement of the right shoulder. The head should turn naturally with the body when the hands are about head high in the follow-through.

The following incident illustrates how, in one case, topping was cured. A certain player, given to topping, went to George Braid, the well-known St. Andrews instructor, to get advice. "I want to see you top these balls," said George to his pupil. "Go ahead," he continued, "and don't forget I said, 'Top them'." The pupil tried his best, but to his amazement the ball always rose. Actually in trying to top the ball he was now hitting down and through the ball instead of behind it. We do not suggest that this method will cure topping but it may help in some cases.

Just as raising the arc of the swing can produce a topped shot, so can the shifting of its axis. What happens is this: the body sways to the

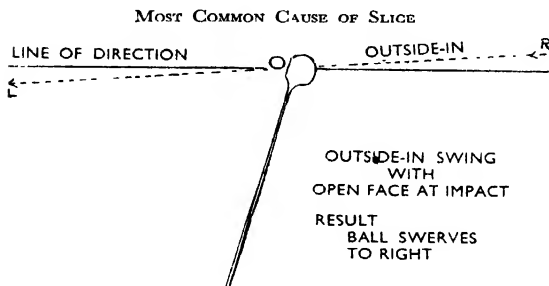
right on the back swing. The body, consequently, must sway to the left on the down swing to get back to its original position. Therein lies the danger: the body rarely returns to the exact position as at the address. As the axis of the arc has been shifted to the right, there is every likelihood that the club-head will strike the ground behind the ball and hit it above middle on the up swing. Watch, then, and see how your back swing starts. Avoid swaying by not allowing your head to move with the shoulders on the back swing.

Slicing

Slicing, that is driving the ball with a swerve to the right, is more closely related to topping than most golfers imagine. We have seen that trying to raise the ball in the air may produce a topped shot. It can also cause a slice.

With beginners, at least, the cause of slicing, as with topping, can be traced, in the first instance, to the attempt by the player to assist the club to get the ball up in the air. To get the ball up, the "slicer" opens the face of the club as he hits the ball. In trying to raise the ball, the beginner naturally draws his arms in towards the body on the down swing. He feels he has to lift his club to make the ball rise, and it is this feeling that causes him to pull in his arms. It also makes

him throw the club outwards on the back swing to give him more freedom to pull his arms in at impact. He cuts across the ball with the face of the club open, thus imparting a spin which makes the ball swerve to the right. The club, as it were, is travelling from right to left across the ball while the club-head is facing somewhere towards the right of the intended line of flight.



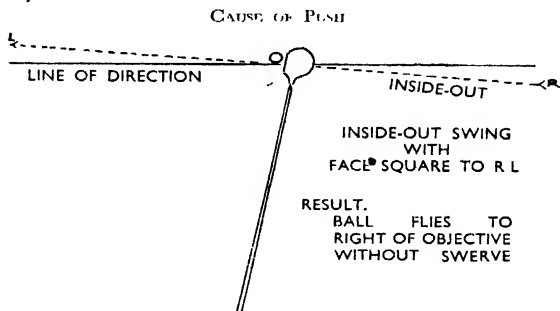
The point to note is that the face of the club is "open" at impact, and that drawing the club across the ball is not in itself the cause of the slice; it depends on the position of the club-head at impact. These two factors, drawing the club across the ball, and the "open" face at impact, are the cause of most slicing; and the harder the ball is hit in this way the greater the slice. It is important then to note particularly the position of the hands and club-head at impact,

and the direction they take immediately afterwards. There is a simple test which you can apply to see whether you draw the club-head across the ball from outside-in. Insert a peg tee about 5 or 6 inches in front of the ball and about 3 or 4 inches to the left of the intended line of direction. If you knock the tee in front out of the ground after hitting the ball, your swing is definitely from the outside-in.

To avoid slicing, it would seem obvious that the first thing for a beginner to do is to get rid of the idea that he must assist the club to raise the ball into the air. If the ball is hit properly it is bound to rise. To counteract a slice, try to send the club-head through the ball out to the right of the line, that is, away from the body. This is known as hitting from inside-out. The American experts mostly adopt this method of hitting all their shots, unless circumstances and conditions demand adjustment.

One of the surest ways to aggravate a slice is to try to keep the ball away from the rough on the right by pulling the arms to the left of the line of play. Try to push the ball out towards the right-hand edge of the fairway. It will be easier to do this if the left foot is advanced or the right foot drawn back a little at the address, for this position will help to counteract the tendency to pull in the arms. In this position you are more likely to hit the ball from inside-out.

Don't forget, however, to follow well through, otherwise the ball will be pushed out to the right, not sliced. Play the ball at a point opposite the left heel ; and in addressing the ball tilt the head slightly to the right so that you will appear to be looking at the ball with the left eye. This will help you to " hit past the chin ", as the Americans say.



Jones suggests a cure for slicing which, in some cases, may be effective but which we consider dangerous for beginners. He advocates that the habitual slicer should grip the club with the right hand a bit more underneath the shaft, and that the face of the club should be open at the address. Then, Jones continues, he should swing well round his body and try to roll his wrists into the shot so that the club-face will be straight when it meets the ball. This may be quite effective,

but the success of the shot depends chiefly on the rolling of the wrists, which we regard as definitely dangerous and difficult. If the rolling of the wrists is not timed to a fraction of a second, the shot is just as likely to result in a slice or a hook.

Other causes of slicing may be mentioned, such as, failing to pivot sufficiently, too much right hand, and failing to follow through. But the chief cause is cutting across the ball through pulling the arms in towards the body with the face of the club open.

Slicing is a vicious habit and can lead to no end of trouble, particularly in a cross wind blowing from left to right. Under such conditions the slicer becomes more or less terrified before he plays ; he visualizes his shot sailing away with the wind far to the right of his objective. Again we emphasize that it is fatal to pull in the arms in an attempt to hold the ball up into the wind. Yet this is the fault committed by the majority of golfers. By all means allow for the wind, but instead of pulling in the arms, push them out, and follow through ; and, to assist you to do this, adopt a closed stance. If you connect properly, the ball should hold up into the wind. In any case, it has much more chance of finishing on the fairway.

If you are given to slicing you should examine the position of your hands on the grip at the address. You will probably find that you can see

only one knuckle of your left hand. If so, you will reach the top of the swing with a very "open" face, and the face will still be open at impact. Turn the hands a little more over the shaft, that is, to the right, so that you can see three knuckles of the left hand.

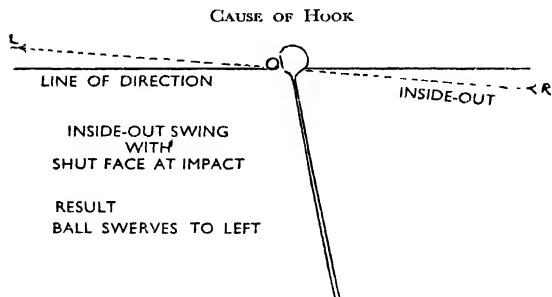
It has been said that the majority of golfers fall into two classes—those who pull and those who slice, and that the "slicers" outnumber the "pullers" by five or six to one. The odds we believe to be even greater, but it suffices to say that the "slicers" far outnumber the "pullers".

Hooking

A "hook" is the opposite of a "slice". A slice fades to the right; a hook veers to the left. It is a fault more peculiar to good golfers than to long-handicap players. Broadly speaking, this is due to the respective types of swings, the inside-out and the outside-in; the former producing a hook, the latter a slice.

We have seen that a slice is generally caused by an outside-in swing with the face of the club open at impact, open to the direction followed by the club-head. A hook is caused correspondingly by an inside-out swing with the face of the club closed. A closed face is not in itself the cause of a hook; it depends on the direction in which the club-head is travelling. If the club-head is

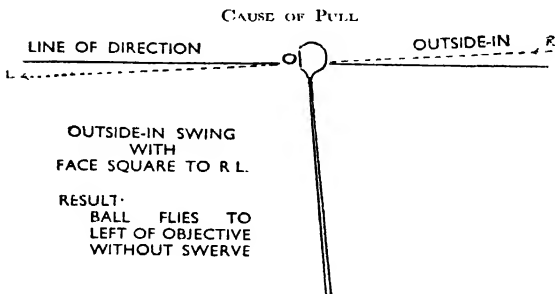
travelling from inside-out, with the face closed, the result will be a hook, a hook of the worst type: the ball will fly out to the right then swing sharply to the left. If the club-head follows the line of direction, with a closed face, the ball will fly straight then veer to the left. But if the club-head travels from outside-in, with the face closed, the ball will fly straight to the left



with little or no hook, depending on how far the face is closed. This is a "pull" as distinct from a "hook".

If one is addicted to hooking, the first thing to check is the position of the hands at the address. The "hooker" shows too many knuckles of the left hand, that is, it is turned too far over to the right; and the right hand is generally too far under the shaft, that is, too far to the right. The Vs formed by the thumb and forefinger of

each hand should point up the shaft, or no wider than the right shoulder, showing two or not more than three knuckles of the left hand, preferably two, if one is inclined to hook. With a "hooker's grip" the club-face is closed at the top of the swing; the face is almost horizontal, looking upwards towards the heavens. With three knuckles showing, the face will be half shut; with two



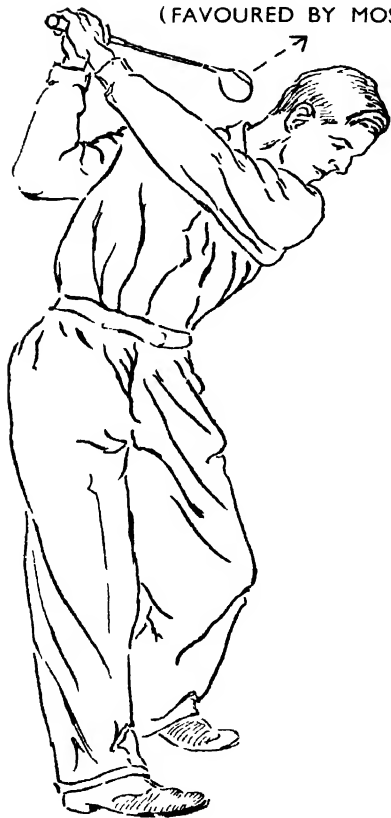
knuckles showing, the face will be open, that is, almost vertical, with the toe of the club pointing downwards.

To-day, most of the leading players in America adopt a half-shut or shut position at the top of their swings. Vardon and Jones used an open face; so does Cotton. It must be remembered that the American ball is larger than the British ball and tends to fly higher; it also "sits up" more on the fairway than the smaller British ball.

SHUT FACE
FACE POINTING UPWARDS



HALF SHUT FACE
(FAVOURED BY MOST AMERICANS)



This partly accounts for the American method. And it must be remembered that Vardon learned to play with a gutta ball, which did not rise so easily as a rubber-cored ball. A shut face with a gutta ball would have produced little or no "carry".

If the position of the hands is normal at the address, then watch how the hands start the back swing. Many players lift the club up steeply with the right hand instead of taking the club back all in one piece, with the left hand guiding and controlling the club. Lifting the club almost as soon as the back swing starts means that at the top of the swing the club-face will be shut ; and it is likely to remain so at impact.

Hooking can also be caused by excessive rolling of the wrists. At the start of the back swing, see whether the wrists roll to the right. If they do, there is every chance that they will roll too much to the left on the down swing. This fault is particularly common with those who have a very flat swing—a swing at the top of which the hands are below head level.

If you think you are not guilty of committing any of the aforementioned faults, it might be advisable to experiment along the following lines : (1) stand a little closer to the ball and slightly restrict the body turn ; or (2) adopt a slightly open stance ; or (3) play the ball a little further back.

Skying

If you look at a golfer's set of clubs you can sometimes get a fair idea of the owner's capabilities as a player. The wooden clubs of a novice, for instance, usually tell a tale. White paint marks can often be seen on the toe, heel, sole, and top of the club-heads. He has been hitting the ball with nearly every part of the head except the right part, the face.

When the white marks are seen on the top of the club it is obvious that skying has been the cause. Just as slicing is the opposite of hooking, skying is the opposite of topping. The ball soars in the air and travels only a short distance, considering the force that has been applied. Skying and topping can be traced to the same source. This may sound paradoxical but the fact remains. Once again the fault lies mainly in the early part of the back swing ; the club is lifted almost as soon as the back swing starts. Whether the ball is topped or skied depends where the club-head meets the ball on the sharp down swing, caused by the abrupt back swing. When the club-head hits the ground and ball simultaneously with this "chopping" down swing, a skied shot results. The ball is hit not with the face but above it, with the top of the club-head ; at impact the face is too far under the ball, just as it is too much above the ball in a

topped shot. With wooden clubs, particularly the driver, the club-head should travel several inches parallel and close to the ground before making contact with the ball.

Rolling of the wrists can also cause skying. If there is a roll of the wrists on the back swing there may be an excessive roll from right to left on the down swing. If so, the club-head will be turned over and down. The ball may be skied or smothered, depending whether the ball is hit below or above middle.

What we have said about skying is applicable to wooden clubs only. Iron shots are skied by hitting the lower part of the ball with the face of the club open.

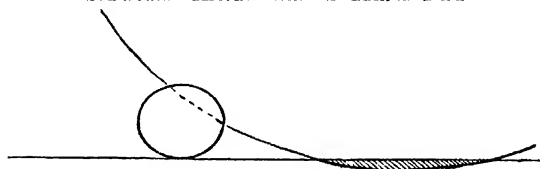
Sclaffing

Sclaffing is hitting the ground a few inches behind the ball. This, as we have seen, is also one of the main causes of topping ; the difference lies in where the club-face makes contact with the ball, just as it marks, as we have also noted, the difference between a topped and a skied shot. Thus topping, skying, and sclaffing are very closely related, more so than we would at first imagine.

In a sclaffed shot, the ball is hit just that little bit lower that prevents it from becoming a topped shot. The ball flies low for a short distance then rolls a comparatively long way, owing to the top

or over-spin imparted when the ball is hit just above middle. One obvious reason for scuffling is the dropping of the right shoulder on the down swing. But the real source of trouble begins earlier. At the address the right shoulder may be too far down. A more likely cause is bad pivoting with a wrong distribution of the weight. If, in the pivot, the left knee dips, with consequently too much weight on the left foot, the left

SCUFFING—HITTING GROUND BEHIND BALL



shoulder and head will also dip. The right shoulder correspondingly will be that much higher than the left at the top of the swing. This position, coupled with too much weight on the left foot, is simply inviting a scuff. In addition, from such a position, there is a very strong tendency to "throw" the club-head out and away from the body; indeed, any other action would be well-nigh impossible. It is for these reasons that the right shoulder drops in the down swing, causing the club-head to make contact with the ground a few inches behind the ball.

If a scloff does not result, then the ball will be topped, depending where the club-head makes contact with the ball.

It is necessary, then, to check the position of the shoulders at the address. Watch the pivot to see that the left knee is not dipped with too much weight on the left foot. And do not drop the right shoulder on the down swing.

Socketing

Socketing, or shanking as it is sometimes called, is, as the terms imply, hitting the ball not with the face of the club but with the socket or shank—that part of the head of an iron into which the shaft is inserted. The ball, as a result, flies off low and very sharply to the right. There is not a golfer worthy of the name but has at some time suffered from this affliction. To say the least, it is a most demoralizing experience.

So many theories have been advanced about the cause and cure of socketing that it is with some diffidence that we approach the subject. Socketing usually occurs when we play an approach shot, generally a comparatively short pitch with, say, the No. 7 iron. The cause, we believe, is a bent left arm at impact. It cannot be denied that, if the left arm is bent at impact, the socket and not the face of the club will present itself first to the ball. See then that the left arm

is straight at impact. This is so important that it cannot be over-emphasized.

The bent left arm may be caused by a too vigorous use of the right arm, thus overpowering the left and causing it to bend by forcing the left elbow outwards. This can happen when a too determined effort is made to produce side-spin. The club-face is drawn across the ball with an exaggerated outside-in swing. Keep the left arm close to the body throughout the entire swing.

The wrong use of the wrists may also cause socketing. Do not "break" the wrists too soon on the back swing. The break should occur when the hands are almost waist-high. In the same way the wrists should not be uncocked too soon on the down swing.

Socketing may be caused by moving the head at impact. This is due largely to over anxiety to see the result of the stroke. Keep the head down and steady is sound advice when playing a short pitch.

"Wait for it" is also a good maxim at any time. Some players are inclined to hit the ball too soon. The swing is so hurried throughout that the club-head does not get time to reach its proper position. If the club-head is not in the right position at the top of the swing it is not likely to reach the ball in the correct position at impact. A shanked shot may result.

Another possible cause of socketing has been

suggested to the writer by a beginner. We readily give it here, as we have never seen it stated ; and there is, we believe, at least a modicum of justification in what he affirms. Socketing, he asserts, is due to the player imagining that he is hitting the ball not with a club-head but with a stick, the stick being the shaft. He consequently hits the ball, so to speak, with the end of the shaft or socket. It should be realized that the purpose of the shaft is to impart speed to the club-head ; it is in no way a striking force.

As there are so many alleged cures for socketing, it is probably wiser to go back to first principles. The first thing to do is to get the right mental attitude. First, forget that such a thing as socketing ever existed. Then, to regain confidence, begin by playing very short chip shots from just off the green with a No. 7 iron. When you are satisfied that you are hitting these correctly, gradually increase the distance as your efforts meet with success. Should you still socket, we advise you to check up on your grip and the fundamental principles of the swing as stated in the chapter on " Approach Shots ", with particular reference to the No. 7 iron.

APPENDIX A
RULES OF THE GAME
OF GOLF
by the
RULES OF GOLF COMMITTEE
of the
Royal and Ancient Golf Club of St. Andrews

WITH INDEX

ETIQUETTE OF THE GAME OF GOLF

Ignorance is no excuse for any breach of etiquette. To avoid any possible trouble you should make yourself conversant with the following points before you make your first appearance on a golf course. —J. G. J.

1. No one should move, talk, stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke.
2. The player who has the honour should be allowed to play before his opponent or fellow-competitor tees his ball.
3. No player should play until the party in front is out of range.
4. In the interest of all, players should play without delay.
5. A player who has incurred a penalty should intinate the fact to his opponent or marker as soon as possible.
6. Players while searching for a ball should allow other matches coming up to pass them ; they should signal to the players following them to pass, and having given the signal should not continue their play until those players have passed and are out of range.
7. After having played out of a bunker, a player should carefully fill up all holes made by him therein.

8. A player should ensure that any turf cut or displaced by him is replaced at once and pressed down, and that on the putting green any pitch mark made by him is obliterated as far as possible after the players have holed out.

9. Players should ensure that, when dropping bags or the flagstick on the putting green, no damage is done to the putting surface, and that neither they nor their caddies damage the hole by standing close to the hole or in taking out or replacing the flagstick. The flagstick should be properly replaced in the hole before the players leave the putting green.

10. When the result of a hole has been determined, players should immediately leave the putting green, and should not retry their putts or practise putting.

RULES OF THE GAME OF GOLF

The Game of Golf consists in a ball being played from the "teeing ground" into the "hole" by successive strokes in accordance with the Rules, and using clubs and balls made in conformity with Rule I, clauses 2 and 3.

SECTION I

DEFINITIONS

1. Addressing the ball

A player has "addressed the ball" when he has taken his stance by placing his feet on the ground in position for and preparatory to making a stroke, and has grounded his club.

In a hazard a player has "addressed the ball" when he has taken his stance preparatory to making a stroke.

2. Advice

"Advice" is any counsel or suggestion which could influence a player in determining his play, the choice of a club or the method of making a stroke.

Information indicating the position of the hole, or information as to the Rules of Golf or Local Rules is not "advice".

3. Ball deemed to move

The ball is deemed to have "moved" if it leave its position and come to rest in any other place.

If the ball oscillate without leaving its original position it has not "moved".

4. Ball holed

The ball is "holed" when it lies within the circumference of the hole and is below the level of the lip of the hole.

5. Ball in play.

A ball is "in play" as soon as the player has made a stroke on the teeing ground, and it remains in play until the result of the hole has been determined in match play, or until holed out in stroke play, except when it is out of bounds, lost, unplayable, unfit for play, or where a Rule permits a ball to be substituted for the original ball.

A ball is brought back into play when a stroke has been made at it or a substituted ball on the teeing ground, or when it or a substituted ball has been dropped or placed in accordance with the Rules.

6. Ball lost

The ball is "lost" if it be not found within five minutes after the player's side or his or their caddies have begun to search for it. If subsequently found it is not "in play".

7. Ball out of bounds

The ball is "out of bounds" when the whole of it lies outside the boundaries of the course.

8. Ball unplayable

The ball is "unplayable" if the player considers he cannot make a stroke at it and dislodge it into a playable position.

9. Caddie

A "caddie" is one who carries a player's clubs and who is allowed to give the player or his partner advice.

During the play of a round the player is responsible for the actions of his caddie.

10. Casual water

"Casual water" is any temporary accumulation of water which is not within the margin of a water hazard.

If snow or ice cannot be treated as a loose impediment (def. 20), it may be treated as "casual water".

11. Committee

The "Committee" is the committee in charge of the competition.

12. Competitor

A "competitor" is a player in a stroke competition. A "fellow-competitor" is the player or players with whom the competitor plays. Neither is partner of the other.

In stroke play foursome competitions where the context so admits, the word "competitor" or "fellow-competitor" shall be held to include his partner.

13. Course

The "course" is the whole area within which play is permitted.

It is the duty of the Authority in charge of the course to define its boundaries accurately.

14. Flagstick

The "flagstick" is a movable indicator, with or without bunting or other material attached, placed in the hole to show its position.

15. Golf Club or Golfing Society

A recognized "Golf Club" or "Golfing Society" is one which has a constitution governing the conduct of its affairs and regularly appointed office-bearers.

16. Ground under repair

"Ground under repair" is any portion of the course so marked by order of the Committee concerned. Play on it is prohibited.

17. Hazards and water hazards

(i) A "hazard" is any bunker, sand, footpath or road. Sand blown on the grass or sprinkled on the course for its preservation, bare patches, scrapes, tracks, long grass and the like, heather and the like, snow, ice and casual water are not hazards.

A bunker is that part of a depression in the ground, and that part only, where the soil is exposed, and is usually covered with sand.

Grass covered ground verging a bunker or surrounded by a bunker is *not* part of the "hazard".

A "footpath" is any gravel, stone, cinder, sand or any similar artificially made path. Tracks made by animals or machines used in green-keeping are not "footpaths".

A "road" is any macadamized, gravel, sand or any similar artificially made road. Tracks made by mechanical vehicles and carts used in green-keeping are not "roads".

(ii) A "water hazard" is any sea, lake, pond, river or other water course (which includes ditch and drain), and anything of a similar nature.

All ground within the margin of a water hazard, whether or not it be covered with water or any growing substance, is part of the water hazard.

(iii) A "lateral water hazard" is a water hazard or that part of a water hazard running approximately parallel to the line from the tee to the hole and so placed that when a ball is dropped within two club lengths of where the ball entered the

water hazard it is not possible to keep that part of the hazard between the player and the hole.

(iv) It is the duty of the Authority in charge of a course to define the extent of the hazards and water hazards when there is any doubt.

18. Hole

The "hole" shall be $4\frac{1}{4}$ inches in diameter and at least 4 inches deep. If a lining be used, it shall be of metal and should be sunk not less than half an inch below the lip of the hole and its outer diameter shall not exceed $4\frac{1}{4}$ inches.

19. Honour

The side which is entitled to play first from the teeing ground is said to have the "honour".

20. Loose impediments

A "loose impediment" is any natural object not fixed or growing on the course, and includes dung, wormcasts, mole-hills, loose stones, snow and ice.

If snow or ice cannot be treated as a loose impediment it may be treated as casual water (def. 10).

21. Marker

A "marker" is a scorer and is not a referee. It is not part of the duties of a marker to attend the flagstick, stand at or mark the position of the hole, or lift the ball or mark its position.

22. Observer

An "observer" is appointed by the Committee to assist the referee to decide questions of fact and to report to him any breach of a Rule or Local Rule. It is not part of the duties of the observer to attend the flagstick, stand at or mark the position of the hole, or lift or mark the position of the ball.

23. Obstructions

An "obstruction" is anything artificial erected or placed on the course and anything temporarily left on the course. Boundaries are not obstructions.

24. Out of bounds

"Out of bounds" is ground on which play is prohibited, but it does not include ground under repair.

25. Partner

A "partner" is a player associated with another player on the same side.

In a threesome or a foursome where the context so admits, the word "player" shall be held to include the partner.

26. Penalty stroke

A "penalty stroke" is one added to the score of a side under certain Rules. It does not affect the order of play.

27. Putting green

The "putting green" is all ground except hazards within twenty yards of the hole being played.

28. Referee

A "referee" in match play is a person who has been authorized by the Committee or agreed upon by the players to accompany a match and decide questions of golfing law.

A "referee" in stroke play has the same duties as in match play but can only be appointed by the Committee.

Whether an appeal be made or not, a referee shall take cognizance of any breach of a Rule or Local Rule which he may observe, or which may be reported to him by any observer or observers appointed by the Committee to assist him. A referee shall also decide questions of fact after consultation, if necessary, with an observer so appointed.

It is not part of the duties of a referee to attend the flagstick, stand at or mark the position of the hole, or lift the ball or mark its position.

29. Rub of the Green

A "rub of the green" occurs when a ball in motion is stopped or deflected by any outside agency.

30. Side

A "side" consists of a player or of two or more players who are partners.

If one player play against another, the match is called a "single".

If one player play against two, each side playing one ball, the match is called a "threesome".

If two play against two, each side playing one ball, the match is called a "foursome".

If three play against one another, each playing his own ball, the match is called a "three-ball".

If one play against the better ball of two or the best ball of more than two players, the match is called a "best ball".

If two play their better ball against the better ball of two other players, the match is called a "four-ball".

31. Stipulated round

The "stipulated round" consists of playing in their correct sequence, the eighteen holes of the course unless otherwise authorized by the Committee.

32. Stroke

A "stroke" is the forward movement of the club made with the intention of striking or moving the ball. (See also note on page 173)

33. Teeing

In "teeing", the ball may be placed on the ground, or on sand or other substance in order to raise it off the ground.

34. Teeing ground

The "teeing ground" is the starting place for the hole to be played. The front is indicated by two marks, and the teeing ground is the rectangular space two club lengths in depth directly behind the line indicated by the two marks.

35. Terms used in reckoning

In match play the reckoning is kept by the terms "the odd", "two more", "three more", etc.; "one off three", "one off two", "the like".

The reckoning of holes is kept by the terms—so many "holes up", or "all even" and so many "to play".

A side is "dormie" when it is as many holes up as there are holes remaining to be played.

36. Through the green

"Through the green" is the whole area of the course except:—

- (i) teeing ground and putting green of the hole being played.
- (ii) all hazards on the course.

SECTION II

GOLF CLUBS AND BALLS

RULE I. THE GOLF CLUB, AND GOLF BALL

1. Use of illegal clubs or balls prohibited

Players shall not use clubs or balls which do not conform to the regulations laid down in clauses 2 and 3 of this Rule.

2. Form and make of golf club

The golf club comprises a shaft and a head which do not contain any mechanical contrivance, such as springs.

Club faces shall not have any degree of concavity nor more than one angle of loft, nor any lines, dots, or other markings with sharp or rough edges, made with the obvious purpose of putting an additional spin on the ball. Insets in the faces of iron clubs are not allowed.

The head of a golf club shall be so constructed that the length of the head from the back of the heel to the toe shall be greater than the breadth from the face to the back of the head.

The shaft shall be fixed to the heel, or to a neck, socket or hose which terminates at the heel. The lower part of the shaft shall, if produced, meet the heel of the club, or a point opposite the heel, either to right or left, when the club is soled in the ordinary position for play.

The mallet-headed type of club, or club with neck so bent as to produce a similar effect, is illegal.

Note :

If a manufacturer is in doubt as to the legality of a club which he proposes to manufacture, he should submit a sample to the Rules of Golf Committee for their ruling : such sample to become the property of the Royal and Ancient Golf Club of St. Andrews for reference purposes.

3. The ball

The weight of the ball shall be *not greater* than 1·62 ounces avoirdupois, and the size *not less* than 1·62 inches in diameter.

Penalty for breach of Rule—Disqualification

RULE 2. RESTRICTED TO FOURTEEN CLUBS

Before starting a stipulated round the player shall select his clubs, which must not exceed fourteen in number. He is limited to the clubs so selected for that round, except that, without unduly delaying play, he may :—

(i) if he started with fewer than fourteen, add as many as will bring his total to that number ;

(ii) replace a club which becomes unfit for play in the normal course of play.

The addition or replacement of a club or clubs must not be made by borrowing from a partner, opponent or fellow-compétitor.

Penalty for breach of Rule—Disqualification

SECTION III

PROCEDURE

RULE 3. COMPLIANCE WITH RULES

Players shall not agree to exclude the operation of any Rule or Local Rule, or to waive any penalty incurred.

Penalty for breach of Rule—

Match play—Disqualification of both sides ;

Stroke play—Disqualification of competitors concerned

RULE 4. MATCH PLAY

1. Played by holes

In match play the Game is played by holes.

2. Winner of hole

Except as otherwise provided for in the Rules, a hole is won by the side which holes its ball in the fewer strokes.

In a handicap match the lowest nett score wins the hole.

3. Halved hole

The hole is halved if each side holes out in the same number of strokes.

When a player has holed out and his opponent has been left with a stroke for the half, nothing that the player who has holed out can do shall deprive him of the half which he has already gained; but if the player thereafter incur any penalty under the Rules of Golf *he shall concede the half of the hole to his opponent.*

4. Winner of match

A match consists of a stipulated round, unless otherwise decreed by the Committee, and is won by the side which is leading by a number of holes greater than the number of holes remaining to be played.

The match is halved if each side win the same number of holes.

RULE 5. STROKE PLAY

1. Winner

The competitor who holes the stipulated round or rounds in the fewest strokes is the winner.

2. Must hole out

A competitor shall hole out with his own ball at every hole of the stipulated round. If he fail to hole out with his own ball *he shall be disqualified.*

(Holing out with the wrong ball in stroke play—see Rule 20, 2(i)(c).)

RULE 6. PRACTICE STROKE

During the play of a hole a player shall not make any practice stroke. (See also note on page 173.)

Penalty for breach of Rule—

Match play—Loss of hole; Stroke play—Disqualification

RULE 7. PRIORITY ON COURSE**1. Precedence**

In the absence of special bye-laws for the regulation of play, singles, threesomes or foursomes shall have precedence over, and be entitled to pass, any other kind of match.

2. Match playing round

Any match playing a stipulated round shall be entitled to pass a match playing an incomplete round.

3. Single player

A single player has no standing and shall always give way to a match of any kind.

Exception: Competitor playing alone by order of the Committee—Rule 10, 2(ii).

4. Failure to keep place

If players fail to keep their place on the course and lose in distance more than one clear hole on the players in front, the players immediately following must be allowed to pass.

5. Committee to draw up regulations

Subject to clauses 2, 3 and 4 of this Rule, Committees should draw up regulations governing the priority on their Courses.

RULE 8. ADVICE (DEF. 2)**1. Asking for advice**

A player shall not ask for, nor take any action which could result in his receiving advice, except from his caddie, his partner or his partner's caddie.

2. Indicating position of the putting green

A player may have the position of the putting green indicated to him by anyone.

(For indicating position of the hole—Rule 38, 1(i).)

3. Indicating line of play

A player may have the line of play indicated to him, but only by his caddie, his partner or his partner's caddie.

No one shall place a mark on, or while the stroke is being made stand on, the proposed line of play in order to indicate it.

(Indicating line of play on putting green—Rule 39, 1(ii)(b).)

Penalty for breach of Rule—One stroke

RULE 9. INFORMATION AS TO STROKES TAKEN

Match play

(i) A player is entitled at any time during the play of a hole to ascertain from his opponent the number of strokes the latter has taken. If the opponent give wrong information as to the number of strokes he has taken and correct his mistake before the player has played his next stroke, he shall incur *no penalty*; if he fail to do so he shall *lose the hole*.

(ii) The number of strokes a player has taken shall include any penalty strokes incurred.

RULE 10. GENERAL PENALTY

Where no penalty for the breach of a Rule or Local Rule is stated, the penalty shall be *loss of hole in match play* and *disqualification in stroke play*.

RULE 11. DISPUTES

1. Claims, when and how made

If a dispute or doubt arise on any point the matter must be raised before the players strike off from the next teeing ground, or in the case of the last hole of the round, before they leave the putting green.

2. Referee's decision final

If a referee has been appointed by the Committee or has, in match play, been agreed upon by the players, his decision shall be final.

3. Committee's decision final

If no referee has been appointed, or agreed upon, the players shall refer the dispute to the Committee whose decision shall be final. If the Committee cannot come to a decision they shall refer the dispute through the Secretary of the Club to the Rules of Golf Committee, whose decision shall be final.

4. Decision by equity

If the point in dispute be not covered by the Rules of Golf or Local Rules the decision shall be made in accordance with equity.

5. Player may ask for interpretation of Rule

The finality of any decision given by a referee or Committee is absolute for the occurrence under discussion, but nothing in this Rule shall be taken as precluding any player from requesting, through the Secretary of his Golf Club, the interpretation by

the Rules of Golf Committee of any Rule, or the procedure in any particular case.

6. Committee shall not give decision

If play be conducted other than in accordance with the Rules of Golf, the Rules of Golf Committee will not give a decision on any question.

SECTION IV

TEEING GROUND

RULE 12. THE HONOUR (DEF. 19)

1. The honour

(i) Match play

A match begins by each side playing a ball from the first teeing ground in the order of the draw. In the absence of a draw the option of taking the honour shall, if necessary, be decided by lot.

The side which wins a hole shall take the honour at the next teeing ground. If a hole has been halved the side which had the honour at the previous teeing ground shall retain it.

When a match has been won, the winner shall take the honour at the next teeing ground.

(ii) Stroke play

The honour shall be taken as in match play.

2. Playing out of turn

(i) Match play

If, on the teeing ground, a player play when his opponent should have had the honour, the opponent may require the player to replay the stroke, in which case the player shall tee a ball and play in correct order *without penalty*.

(ii) Stroke play

If, on the teeing ground, a competitor by mistake play out of turn *no penalty* shall be incurred and the ball shall be played as it lies.

3. Second stroke from tee

If the player has to play his second stroke from the tee he shall do so after the opponent or fellow-competitor has played his first stroke.

RULE 13. PLAYING OUTSIDE LIMITS OF TEEING GROUND (DEF. 34)

1. Match play

If a player, when starting a hole, play a ball from outside the limits of the teeing ground, the opponent may require the player to replay the stroke, in which case the player shall tee a ball and play his next stroke from within these limits, *without penalty*.

2. Stroke play

If a competitor when starting a hole, play a stroke or strokes from outside the limits of the teeing ground, he shall count the stroke or strokes, tee a ball, and play his next stroke from within these limits. If he fail to do so, *he shall be disqualified*.

Note ·

Stance

A player may take his stance outside the limits of the teeing ground to play a ball within these limits.

RULE 14. BALL FALLING OFF TEE

If a ball, when not "in play", fall off a tee, or be knocked off a tee by the player in addressing it, it may be *re-teed without penalty*, but if a stroke be made at the ball in these circumstances, whether the ball be moving or not, the stroke shall be counted and the ball shall be played as it then lies *without penalty*.

RULE 15. ORDER OF PLAY IN THREESOMES OR FOURSOMES

General

1. Partners strike alternately

In a threesome or foursome the partners shall strike off alternately from the teeing grounds, and thereafter the players shall strike alternately during the play of each hole. A penalty stroke or strokes does not affect the order of play.

2. Match play

Playing in incorrect order

If a player play a stroke when his partner should have done so and the mistake be discovered and intimated to the opposing side before another stroke is played by either side, *the player's side shall count the stroke thus played, as penalty*, and shall replay the stroke in correct order. If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground; if from through the green or a hazard it shall be dropped and if on the

putting green it shall be placed, as near as possible to the spot from which the side played in incorrect order.

If the mistake be not so rectified, or if two or more strokes are played in incorrect order, *the side shall lose the hole.*

3. Stroke play

Playing in incorrect order

If the partners play a stroke in incorrect order *that stroke shall count as penalty*, and the partners shall replay the stroke in correct order. If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground; if from through the green or a hazard it shall be dropped and if on the putting green it shall be placed, as near as possible to the spot from which the partners played in incorrect order.

If two or more strokes are played in incorrect order *the partners concerned shall be disqualified.*

SECTION V

GENERAL AND THROUGH THE GREEN

RULE 16. BALL PLAYED AS IT LIES

The ball shall be played as it lies except as otherwise provided for in the Rules or Local Rules.

Penalty for breach of Rule—

Match play—Loss of hole; Stroke play—Disqualification

RULE 17. BALL TO BE FAIRLY STRUCK AT

The ball shall be fairly struck at with the head of the club and must not be pushed, scraped or spooned.

Penalty for breach of Rule—

Match play—Loss of hole; Stroke play—Disqualification

RULE 18. STRIKING BALL TWICE

If the player, when making a stroke, strike the ball twice he shall *count the stroke and add a penalty stroke* making two in all.

RULE 19. BALL FURTHER FROM THE HOLE PLAYED FIRST

1. General

(i) Play in turn

When the balls are "in play", the ball further from the hole shall be played first.

Exception: Nearer ball interfering with play.

Rules 23, 2 and 39, 3(i) and (ii).

(ii) **Balls equidistant**

When the balls are equidistant from the hole the option of playing first shall be decided by lot.

2. Match play

If through the green or in a hazard a player play when his opponent should have done so, the opponent may require the player to replay the stroke, in which case the player shall drop a ball as near as possible to the spot from which his previous stroke was played, and play in correct order *without penalty*.

(For putting green—See Rule 39, 2(ii).)

3. Stroke play

If a competitor by mistake play out of turn *no penalty* shall be incurred. The ball shall be played as it lies.

SECTION VI

THE BALL—OCCURRENCES IN COURSE OF PLAY

RULE 20. PLAYING THE WRONG BALL

The responsibility for playing his own ball rests with the player

1. Match play

(i) **Playing opponent's ball**

(a) If the player play the opponent's ball and the mistake be discovered and intimated to his opponent before the opponent has made a stroke at the player's ball or at a substituted ball brought into play, the player shall incur *the penalty of one stroke*, and shall then play his own ball. The opponent shall place a ball as near as possible to the spot which his original ball occupied and in a similar lie.

(b) If the player play the opponent's ball and the opponent then play the player's ball, there shall be *no penalty*. The hole shall be played out with the balls thus exchanged.

(c) If the player play the opponent's ball and the mistake be not discovered until after the opponent has made a stroke at a substituted ball brought into play, the player shall *lose the hole*.

(d) If the player play the opponent's ball and the opponent then play a ball outside the match, there shall be *no penalty*. The player shall then play his own ball and the opponent

shall place a ball as near as possible to the spot which his original ball occupied and in a similar lie.

(ii) Playing ball outside the match

(a) If the player play a stroke or strokes with the ball of anyone not engaged in the match, and the mistake be discovered and intimated to his opponent before the opponent has made his next stroke at his original ball or at a substituted ball brought into play, the player shall incur *the penalty of one stroke* and shall then play his own ball. If the mistake be not discovered until after the opponent has played his next stroke, the player shall *lose the hole*.

(b) If the player play a stroke or strokes with the ball of anyone not engaged in the match and the opponent then play the player's ball, there shall be *no penalty*. The player shall place a ball as near as possible to where his original ball lay and in a similar lie: the opponent shall play his own ball.

Penalty for breach of Rule 20, 1(i) and (ii)—Loss of hole

2. Stroke play

(i) Playing fellow-competitor's or another ball

(a) Except in a hazard, if a competitor play a stroke or strokes with his fellow-competitor's or any ball other than his own, he shall incur *the penalty of one stroke*. He shall then play his own ball.

(b) In a hazard, if a competitor play a stroke or strokes with his fellow-competitor's or ball other than his own, he shall incur *no penalty* provided the mistake be discovered before a stroke is made at the ball from outside the limits of the hazard, and the competitor then plays his own ball.

(c) Provided the competitor has not made a stroke on the next teeing ground or, in the case of the last hole of the round, has not left the putting green, he may, if he discover he has holed out with a wrong ball, rectify his mistake by finding and holing out with his own ball, *adding a penalty stroke* to his score for the hole.

(ii) Fellow-competitor's ball replaced

If the fellow-competitor's ball be played by the competitor, the fellow-competitor shall, *without penalty*, place a ball as near as possible to where his ball lay and in a lie similar to that which the original occupied.

Penalty for breach of Rule 20, 2(i) and (ii)—Disqualification

RULE 21. DROPPING AND PLACING

1. How to drop a ball

(i) A ball shall be dropped in the following manner:—

The player himself shall drop it. He shall face the hole, stand erect, and drop the ball behind him over his shoulder.

Penalty for breach of Rule 21, 1(i)—One stroke

(ii) If, in the act of dropping, the ball touch the player, he shall incur *no penalty*, and, if it roll into a hazard or out of bounds, the player may re-drop the ball *without penalty*.

If a ball when dropped come to rest nearer to the hole it shall be re-dropped *without penalty* and, in cases where it is impossible owing to the configuration of the ground to prevent a dropped ball from rolling nearer to the hole, or into a hazard or out of bounds or into casual water, the ball shall be placed *without penalty*.

2. When dropped, when placed

When a ball is lifted under a Rule or Local Rule, if it is to be played from through the green or a hazard it shall be dropped as near as possible to the spot where it lay—except when a Rule permits it to be dropped or placed elsewhere; if it is to be played on the putting green of the hole being played, it shall be placed on the spot from which it was lifted—except when a Rule permits it to be placed elsewhere.

Penalty for breach of Rule 21, 2 —

Match play—Loss of hole; Stroke play—Disqualification

RULE 22. LIFTING THE BALL “IN PLAY” (DEF. 5)

1. Ball not to be lifted

The player shall not lift his ball “in play”, or allow it to be lifted, except as provided for in the Rules or Local Rules.

2. Lifted by player

The ball to be lifted under the Rules or Local Rules shall be lifted by the player or his partner.

3. For identification

The player may *without penalty* lift his ball “in play” for the purpose of identification, provided he lifts and replaces it on the spot from which it was lifted in the presence of his opponent in match play or marker in stroke play. (Touching grass, etc., for identification—see Rule 32, 1.)

Note:

Before beginning a round players should mark their balls for the purpose of identification.

4. Cleaning ball “in play”

Unless permitted by Local Rule a ball “in play” may not be cleaned.

Penalty for breach of Rule 22—One stroke

RULE 23. BALL INTERFERING WITH PLAY**1. Match play****(i) Balls within a club length of each other**

If a player's ball, when not on the putting green, lie within a club length of an opponent's ball, the opponent's ball, at the option of either player or opponent, may be lifted by the owner, who shall replace it after the player has played his stroke. (For putting green—see Rule 39, 2(i).)

(ii) Ball outside the match

If the ball of anyone not engaged in the match interfere with play, it may be lifted and shall be replaced after the player has played his stroke.

2. Stroke play**Fellow-competitor's ball**

A competitor may have the fellow-competitor's or any other player's ball lifted or played at the option of the owner if it interfere with his play. The ball shall be lifted by the owner and replaced after the competitor has played his stroke.

Exception: Fellow-competitor's ball nearer hole on putting green—see Rule 39, 3(i) and (ii).

3. Ball accidentally moved

If a ball be accidentally moved in complying with clause 1 or 2 of this Rule *no penalty* shall be incurred and the ball so moved shall be replaced.

4. Lie or lifted ball altered

If the lie of the ball lifted under clause 1 or 2 of this Rule be altered in playing the other ball, the lifted ball shall be placed as near as possible to the spot from which it was lifted and in a lie similar to that which it originally occupied.

RULE 24. MOVING BALL**1. Moving ball not to be played**

The player shall incur *the penalty of one stroke* if he play while his ball is moving.

Exceptions:

Ball struck falling off tee—Rule 14.

Ball struck twice—Rule 18.

and as hereunder—Rule 24, 2 and 3.

2. Ball moving in water

When the ball is in water the player may *without penalty* make a stroke at it while it is moving, but he must not delay to make his stroke in order to allow the wind or current to better the position of the ball.

Penalty for breach of Rule 24, 2—

Match play—Loss of hole ; Stroke play—Disqualification

3. Ball moving after player has begun backward swing

The player shall incur *no penalty* under this Rule if his ball begins to move after he has begun the backward movement of his club for the stroke, or the stroke itself, but he is not exempted from the provisions laid down for :—

Ball moving after removal of loose impediment—Rule 34, 2.

Ball moving after it has been addressed—Rule 26, 1(iv)(b).

RULE 25. BALL IN MOTION STOPPED OR DEFLECTED

1. General

(i) By outside agency

If the ball in motion be stopped or deflected by any outside agency, it is a rub of the green and the ball shall be played as it lies, *without penalty*.

(ii) Ball lodging in anything moving or in a mobile object at rest

If the ball lodge in anything moving, or in any mobile object which is at rest, the player shall, through the green or in a hazard, drop a ball, or on the putting green place a ball as near as possible to the spot where the object was when the ball lodged in it, *without penalty*.

(iii) By player

If, accidentally, the player's ball be stopped or deflected by himself, his partner or either of their caddies, clubs or other equipment, the player shall incur *the penalty of one stroke* and the ball shall be played as it lies, except when the ball lodges in the player's, partner's or either of their caddies' clothes, clubs or other equipment, in which case the player shall, *without further penalty*, through the green or in a hazard drop, or on the putting green place a ball as near as possible to where the article was when the ball lodged in it.

2. Match play

By opponent

If the player's ball be accidentally stopped, or deflected by an opponent, or his caddie, clubs or other equipment, the

opponent shall incur *the penalty of one stroke* and the ball shall be played as it lies, except when the ball lodges in the opponent's or his caddies' clothes, clubs or other equipment, in which case the opponent shall incur *no further penalty*, and the player shall through the green or in a hazard drop, or on the putting green place a ball as near as possible to where the article was when his ball lodged in it.

3. Stroke play

By fellow-competitor

If the competitor's ball be stopped or deflected by the fellow-competitor, his caddie, clubs, ball or other equipment, it is a rub of the green and the ball shall be played as it lies.

Exceptions :

Ball lodging in fellow-competitor's clothes, etc.—Clause 1(ii) of this Rule applies.

Ball striking fellow-competitor's ball, etc., on putting green — Rule 39. 3(iii).

Ball striking flagstick or person at hole—Rule 38, 3(ii)

Penalty for breach of Rule —

Match play—Loss of hole ; Stroke play—Disqualification

RULE 26. BALL AT REST MOVED (DEF. 3)

1. General

(i) By outside agency

If the ball at rest be moved, or if the lie be altered, by an outside agency, the player shall, *without penalty*, through the green or in a hazard drop a ball, or on the putting green place a ball as near as possible to the spot from which the ball was moved.

(ii) By wind

If the player's ball which is at rest be moved by wind it shall be played as it lies.

(iii) During search

During a search for a ball, if it be accidentally moved by the player, his partner, opponent, fellow-competitor, or any of their caddies, *no penalty* shall be incurred. The player shall drop the ball as near as possible to the spot from which it was moved.

(iv) By player

(a) When the ball is "in play", if the player, his partner, or either of their caddies accidentally move it, or by touching

anything cause it to move (except when a search for it is being made) the player shall incur *the penalty of one stroke* and the ball shall be played as it lies.

(b) When the ball is "in play", if it move after the player has grounded his club, or in a hazard after he has taken up his stance, he shall be deemed to have caused it to move and *the penalty shall be one stroke*: the ball shall be played as it lies.

(c) If the player has removed a loose impediment (Rule 34) and the ball move, but not until the player has grounded his club, he shall be deemed to have caused it to move under section iv(b) of this clause only and *the penalty shall be one stroke*.

2. Match play

(i) By opponent

If the player's ball be accidentally moved by an opponent, his caddie, clubs or other equipment (except when a search for it is being made) the opponent shall incur *the penalty of one stroke* and the player shall place a ball as near as possible to the spot from which his ball was moved.

(ii) Opponent's ball moved by player's ball

If the player's ball move the opponent's ball *no penalty* shall be incurred: the opponent may either play his ball as it lies, or, provided he does so before another stroke is played by either side, he may through the green or in a hazard drop a ball as near as possible to the spot where his original ball lay.

If the player's ball stop on the spot formerly occupied by the opponent's ball and the opponent declare his intention to drop a ball, the player shall first play another stroke after which the opponent shall drop a ball.

(For putting green—see Rule 39. 2(iii)(b).)

3. Stroke play

Competitor's ball moved by fellow-competitor

If the competitor's ball be accidentally moved by the fellow-competitor, his caddie, clubs, ball or other equipment, *no penalty* shall be incurred. The competitor shall place a ball as near as possible to the spot from which the ball was moved.

Exceptions:

During search—see Rule 26, 1(ii).

Ball striking fellow-competitor's ball on putting green—see Rule 39, 3(iii).

RULE 27. BALL UNFIT FOR PLAY

1. Player may substitute another ball

If, in the opinion of the player, his ball "in play" be so damaged as to be unfit for play, he may change it *without penalty*

on intimating to his opponent in match play, or marker in stroke play, his intention to do so. The substituted ball shall be placed on the spot from which the damaged ball was lifted.

2. Mud adhering to ball

The player may not presume his ball unfit for play by reason of mud adhering, unless permitted by Local Rule.

Penalty for breach of Rule—One stroke

Note :

In conditions where the existence of mud could make a ball unfit for play, the Committee should frame a Local Rule providing for the removal of mud.

RULE 28. BALL LOST (DEF. 6)

1. Loss of distance

Except as provided for in Rule 36 (ball lying or lost in casual water in a hazard or in a water hazard) if the ball be lost the player shall incur *the penalty of loss of distance*.

If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground ; if from through the green or a hazard it shall be dropped and if from the putting green it shall be placed, as near as possible to the spot from which the ball which is lost was played.

2. Provisional ball

If the player consider his ball may be lost (except in casual water in a hazard or in a water hazard) he may play another ball provisionally before going forward to search for the original ball.

The player may continue to play with the provisional ball until he reaches the place where the original ball is likely to be. If the original ball be found, within five minutes of beginning to search for it, it remains the ball "in play". If it be not so found, the second ball is the ball "in play" and the stroke or strokes made at the first ball shall count in the score for the hole.

The player is only permitted to play one ball provisionally under this Rule.

Penalty for breach of Rule—

Match play— Loss of hole ; Stroke play—Disqualification

RULE 29. BALL OUT OF BOUNDS (DEF. 7)

1. Loss of distance

If the ball lie out of bounds the player shall incur *the penalty of loss of distance*.

If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground ; if from through the green or a hazard it shall be dropped and if from the putting green it shall be placed, as near as possible to the spot from which the ball which is out of bounds was played.

2. Provisional ball

If there be doubt whether the ball lie out of bounds the player may play another ball provisionally before going forward to search for the original ball.

The player may continue to play with the provisional ball until he reaches the place where the original ball is likely to be. If the original ball be found in bounds within five minutes of beginning to search for it, it remains the ball "in play". If it be not found, the second ball is the ball "in play" and the stroke or strokes at the first ball shall count in the score for the hole.

The player is only permitted to play one ball provisionally under this Rule.

Penalty for breach of Rule --

Match play -- Loss of hole ; Stroke play -- Disqualification

Notes :

(i) Ascertaining if ball out of bounds

The player has the right at any time of ascertaining if his opponent's ball lie out of bounds or within bounds.

(ii) Player may stand out of bounds

The player may stand out of bounds to play a ball lying within bounds.

RULE 30. BALL UNPLAYABLE (DEF. 8)

Loss of distance or one stroke

Except as provided for in Rule 36 (ball lying or lost in casual water in a hazard or in a water hazard) if the ball be unplayable the player shall

either

(i) *incur the penalty of loss of distance.* If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground ; if from through the green or a hazard it shall be dropped and if from the putting green it shall be placed, as near as possible to the spot from which the ball which is unplayable was played ;

or

(ii) *under penalty of one stroke play his next stroke at a spot not more than two club lengths from where the ball lies*

unplayable, but not nearer to the hole. If the unplayable ball lie through the green a ball shall be dropped through the green ; if in a hazard a ball shall be dropped in the hazard, and if on the putting green a ball shall be placed on the putting green.

Penalty for breach of Rule—

Match play—Loss of hole ; Stroke play—Disqualification

Notes :

(i) Provisional ball may not be played

The playing of a provisional ball is not permitted. When a second ball is played in the manner provided for in this Rule it becomes the ball "in play".

(ii) Player sole judge

The player, taking into consideration the conditions laid down in Definition 8, is the sole judge as to whether his ball is playable or unplayable.

SECTION VII

FIXED OR GROWING OBJECTS *

RULE 31. IRREGULARITIES OF SURFACE

1. May not be removed or pressed down

Except when teeing a ball, irregularities of surface which could in any way affect a player's stroke shall not be removed or pressed down by the player, his partner, or either of their caddies.

2. Building of stance not allowed

A player is always entitled to place his feet firmly on the ground when taking his stance, but he is not allowed to build a stance.

Penalty for breach of Rule—One stroke

RULE 32. MOVING, FIXED OR GROWING OBJECTS

1. Fog, bent, long grass, bushes, whins

If the ball lie in fog, bent, long grass, rushes, or the like, or in bushes, whins, heather, or the like, only so much thereof shall be touched as will enable the player to find and identify his ball ; nothing shall be done which can in any way improve its lie.

Penalty for breach of Rule 32, 1—

Match play—Loss of hole ; Stroke play—Disqualification

2. Moving, bending or breaking fixed or growing objects

(i) Shall not improve line of play

During the play of a round a player shall not improve, or allow to be improved, his line of play, the position or lie of his ball, by moving, bending or breaking anything fixed or growing.

Exception :

Bending or breaking when teeing the ball—see Rule 31, 1.

Penalty for breach of Rule 32, 1 and 2(i)—

Match play—Loss of hole ; Stroke play—Disqualification

(ii) Bending or breaking in addressing

The player shall incur *no penalty* by bending or breaking anything fixed or growing in so far as is necessary to enable him fairly to take his stance in addressing the ball, or in making the backward movement of his club for the stroke or the stroke itself. The club may be grounded only lightly and must not be pressed on the ground.

Penalty for breach of Rule 32, 2(ii)—One stroke

SECTION VIII

OBSTRUCTIONS, LOOSE IMPEDIMENTS, GROUND UNDER REPAIR

RULE 33. OBSTRUCTIONS (DEF. 23)

1. Movable obstruction may be removed

Any movable obstruction may be removed. If the ball be moved in so doing it shall be replaced *without penalty*.

2. Ball lying on, touching, or within two club lengths

If the player's ball

- (i) lie on any obstruction,
- (ii) touch an immovable obstruction, or
- (iii) lie within two club lengths of an immovable obstruction, the player may, *without penalty*, through the green lift and drop the ball, or on the putting green place the ball, not more than two club lengths' radius from that point

- (i) at which the ball crossed the margin of the obstruction,
- (ii) at which the ball touched the obstruction, or
- (iii) of the obstruction nearest which the ball originally lay, but not nearer to the hole.

Penalty for breach of Rule —

Match play—Loss of hole ; Stroke play—Disqualification

(For obstruction in a hazard—see Rule 36, 1(iii) and (iv).)

RULE 34. LOOSE IMPEDIMENTS (DEF. 20)**1. Removal of loose impediments**

Except when both the ball and the loose impediment lie in or touch a hazard, any loose impediment may be removed *without penalty*.

2. Ball moved

If the ball move after any loose impediment lying within a club length of the ball through the green has been touched by the player, his partner or either of their caddies, the player shall be deemed to have caused it to move. *The penalty shall be one stroke and the ball shall be played as it lies.*

(For impediments on the putting green—see Rule 39, 1(i))

RULE 35. GROUND UNDER REPAIR (DEF. 16)**1. Ball lying on or touching****(i) Through the green**

If the player's ball lie on or touch ground under repair or lie in a hole made by a green-keeper, through the green the player **shall** *without penalty* drop a ball not more than two club lengths from the ground under repair, or the hole made by a green-keeper, but not nearer to the hole being played.

If the ball lie within two club lengths of ground under repair the player **may** *without penalty* drop a ball not more than two club lengths from the ground under repair, but not nearer to the hole.

(ii) In a hazard

If the player's ball lie on or touch ground under repair in a hazard the player **shall** *without penalty* drop a ball in the hazard not more than two club lengths from the ground under repair, but not nearer to the hole.

(iii) On the putting green

If the player's ball lie on or touch ground under repair, or lie in a hole made by a green-keeper, on the putting green, the player **shall** *without penalty* lift it and place it in the nearest position to where it lay which is not nearer to the hole being played and which affords a stroke to that hole without ground under repair or a hole made by a green-keeper intervening.

If ground under repair or a hole made by the green-keeper intervene between a ball lying on the putting green and the hole being played, the player **may** *without penalty* lift it and place it in the nearest position to where it lay which is not nearer to that hole and which affords a stroke to that hole without ground under repair or a hole made by a green-keeper intervening.

2. Ball lost

If the ball cannot be found on ground under repair, the player shall, subject to a Local Rule to the contrary, treat it as a lost ball (Rule 28).

SECTION IX

**HAZARDS, WATER HAZARDS, CASUAL
WATER**

**RULE 36. HAZARDS AND WATER
HAZARDS (DEF. 17)**

1. Ball lying in or touching

When the ball lies in or touches a hazard or water hazard nothing shall be done which can in any way improve its lie.

If, prior to making a stroke, the player touch the ball, ground or water with his club, or touch or move anything, he shall incur *the penalty of one stroke*, subject to the following exceptions:—

(i) The player may place his feet firmly on the ground for the purpose of taking his stance.

(ii) In addressing the ball, in making the backward movement of his club for the stroke, or the stroke itself, any grass, bent, bush, tree, or other growing substance, or the side of a bunker, wall, paling or other immovable obstacle may be touched.

(iii) Any movable obstruction in a hazard or water hazard may be removed; if the ball be moved in so doing it shall be replaced *without penalty*.

(iv) The ball lying on, or touching, or lying within two club lengths of any obstruction (such as fixed steps, bridges, planks or other fixed obstructions placed in, or across, a hazard for access to or egress from, or for crossing over a hazard) may be lifted *without penalty* and dropped in the hazard not more than two club lengths from the obstruction, but not nearer to the hole.

(v) Any loose impediment not in or touching a hazard may be removed.

(vi) The player shall be entitled to find his ball in accordance with Rule 32, 1. If his ball be covered by sand he may remove as much thereof as will enable him to see the top of his ball; if the ball be moved in such removal *no penalty* shall be incurred: the ball shall be replaced.

(vii) The player may, *without penalty*, place his clubs in a hazard prior to making a stroke, provided nothing is done which could improve the lie of the ball or which could constitute a testing of the soil.

2. Ball in water hazard, or in casual water in a hazard

If the ball lie or be lost in a water hazard (whether the ball lie in the water or not) or in casual water in a hazard the player may:—

- (i) play the ball as it lies.

or

(ii) incur *the penalty of loss of distance*. If the stroke was played from the teeing ground a ball may be teed anywhere on the teeing ground; if from through the green or a hazard it shall be dropped, and if from the putting green it shall be placed, as near as possible to the spot from which the ball which lies in the water hazard or in casual water in a hazard was played;

or

- (iii) under *the penalty of one stroke* drop a ball

(a) not more than two club lengths behind the hazard or water hazard, keeping the spot at which the ball entered it between himself and the hole, or

(b) in the hazard or water hazard keeping the spot at which the ball entered the water between himself and the hole.

3. Ball in lateral water hazard

If the ball lie or be lost in a lateral water hazard, the player may play his next stroke in accordance with clause 2(i) or (ii) of this Rule, or under *the penalty of one stroke* drop a ball

(i) not more than two club lengths from where the ball entered the water hazard, but not nearer the hole, or

(ii) in the water hazard, not more than two club lengths from where the ball entered the water, but not nearer to the hole.

4. Want of space to drop

If it be impossible from want of space in which to play, or from any other cause for a player to drop a ball in conformity with clauses 2(iii) and 3(i) and (ii) of this Rule, he shall play his next stroke in accordance with clause 2(ii).

Penalty for breach of Rule—

Match play—Loss of hole; Stroke play—Disqualification

RULE 37. CASUAL WATER (DEF. 10)**1. Ball lying in****(i) Through the green**

If the ball lie in casual water through the green, the player may drop a ball *without penalty* on dry ground as near as

possible to the spot where the ball lay, but not nearer to the hole.

If a ball when dropped, roll into the water, it may be re-dropped *without penalty*. If it be impossible to drop it so that it will not roll into the water, a ball shall be placed.

(ii) On putting green

If the ball lie in casual water on the putting green or if casual water intervene between the ball on the putting green and the hole, the ball may be played as it lies, or it may be lifted and placed *without penalty* in the nearest position to where it lay, but not nearer to the hole, which will enable the player to play to the hole without casual water intervening.

2. Interfering with stance

If the ball is lying so near to casual water that the player's stance is interfered with, it may be treated as if it lay in casual water under the preceding clauses of this Rule.

3. Want of space in which to play

If it be impossible from want of space in which to play, or from any other cause, for a player to drop or place a ball in conformity with this Rule, he shall drop or place it as nearly as possible within the limits laid down, but not nearer to the hole.

Penalty for breach of Rule --

Match play-- Loss of hole ; Stroke play--Disqualification

SECTION X

THE FLAGSTICK

RULE 38. THE FLAGSTICK (DEF. 14)

General

(i) May be held up at any time

The flagstick may be held up at any time to indicate the position of the hole but only by any player or caddie within the match.

(ii) Interfering with play

The player may have the flagstick removed at any time if he consider that it might interfere with his play.

(iii) Ball resting against flagstick

If the ball rest against the flagstick which is in the hole, the player or his caddie shall be entitled to remove the flagstick,

and if the ball fall into the hole, the player shall be deemed to have holed out at his last stroke.

Note :

Outside agency should not attend flagstick

A referee, observer, marker, steward, or other outside agency should not attend the flagstick.

2. Match play

(i) Flagstick unattended

The player incurs *no penalty* if his ball strike the flagstick which has not been removed or is not held by his partner or either of their caddies.

(ii) Opponent may have flagstick removed

The opponent may have the flagstick removed if he consider it might be of assistance to the player, but the player is always entitled to send his own caddie to stand at the hole and hold the flagstick to indicate the position of the hole, while he is playing his stroke.

(iii) Flagstick held by player's side

If the player's ball strike the flagstick which is held by, or has been removed by, himself, his partner or either of their caddies, he shall incur the *penalty of one stroke*, and his ball shall be played as it lies.

(iv) Flagstick held by opponent

Except as provided for in clause (v), if the player's ball strike the flagstick which is held by, or has been removed by an opponent or an opponent's caddie, the opponent shall incur the *penalty of one stroke*. The player shall play his ball as it lies.

(v) Flagstick held at player's request

If an opponent or an opponent's caddie (the player having no caddie), hold the flagstick at the player's request *no penalty* shall be incurred by either side if the holder of the flagstick is struck by the player's ball, or if the ball strikes or is stopped by the flagstick. The player shall play his ball as it lies.

(vi) Deemed to hold flagstick

If a player or a caddie holds or removes the flagstick when a stroke is being played, that player or caddie shall be deemed to hold the flagstick until the ball comes to rest.

3. Stroke play

(i) Striking flagstick

A competitor incurs *no penalty* if, playing from further than twenty yards from the hole, his ball strike the flagstick which

is not held or has not been removed. If the flagstick is attended, or has been removed, at the player's request, and his ball strike it, he shall incur *the penalty of one stroke* and shall play his ball as it lies.

(ii) Ball within twenty yards of the hole

When the competitor's ball lying within twenty yards of the hole, whether it lie on the putting green or in a hazard, is played and strikes or is stopped by the flagstick whether it is in the hole or not, or the person standing at the hole, the competitor shall incur *the penalty of one stroke* and shall play his ball as it lies.

SECTION XI

ON THE PUTTING GREEN AND WITHIN TWENTY YARDS OF THE HOLE

RULE 39. THE PUTTING GREEN (DEF. 27)

1. General

(i) Removal of loose impediments

(a) A player may remove any loose impediment from the putting green either by picking it up or brushing it **aside** either with his hand or a club: nothing must be pressed down, and if a club is used it shall not be pressed with more than its own weight on the ground.

Penalty for breach of Rule 39, 1(i)(a)—One stroke

(b) If the player's ball move after any loose impediment lying within six inches of it has been touched by the player, his partner or either of their caddies, the player shall be deemed to have caused his ball to move and shall incur *the penalty of one stroke*. The ball shall be played as it lies.

(ii) Touching line of putt

(a) Except as provided for in Clause 1, (i)(a) of this Rule, the line of the putt must not be touched. The player shall, however, incur *no penalty* in placing the club in front of the ball in the act of addressing it.

(b) When the player's ball is on the putting green, the player's caddie, his partner or his partner's caddie, may, before the stroke is played, point out a line for putting, but in so doing the line of the putt shall not be touched, in front of, to the side of, or behind the hole.

No mark shall be placed anywhere on the putting green to indicate a line for putting.

(iii) Ball to be at rest

When the player's ball lies on the putting green he shall not play until his opponent's or fellow-competitor's ball is at rest.

Penalty for breach of Rule 39, 1(ii) and (iii)—One stroke

(iv) Shielding ball from wind

A player or caddie shall not endeavour to influence the action of the wind upon the ball.

Penalty for breach of Rule 39, 1(iv)

Match play—Loss of hole ; Stroke play—Disqualification

2. Match play**(i) Ball within six inches lifted**

When the balls lie within six inches of each other on the putting green (the distance to be measured from their nearest points) the ball lying nearer the hole, at the option of the player or opponent, may be lifted by its owner, who shall mark its position and replace it after the further ball has been played.

If either ball be accidentally moved in complying with this Rule, *no penalty* shall be incurred, and the ball so moved shall be replaced.

(ii) Playing out of turn

On the putting green if a player play by mistake when his opponent should have done so, the opponent may require the player to replay the stroke, in which case the player shall replace his ball and play in correct order *without penalty*.

Penalty for breach of Rule 39, 2(ii)—Loss of hole

(iii) Displacing and replacing of balls

(a) If the player's ball knock the opponent's ball into the hole the opponent shall be deemed to have holed out at his last stroke.

(b) If the player's ball move the opponent's ball, the opponent may replace it, but this must be done before another stroke is played by either side. If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace his ball, the player shall first play another stroke, after which the opponent shall replace his ball.

(iv) Ball lying on lip of hole

When the player has holed out and the opponent's ball has come to rest, the player may **knock away** the opponent's ball, conceding the hole if he has holed out at the odd, and claiming the hole if he has holed out at the like.

If the player does not knock away the opponent's ball, and

it fall into the hole, the opponent shall be deemed to have holed out with his last stroke.

If the opponent's ball has not been knocked away the opponent shall play his next stroke without delay. *If he fail to do so he shall incur the penalty of one stroke.*

3. Stroke play

(i) Ball on lip of hole to be played

If the competitor's ball lie on the lip of the hole he shall hole out without delay. If he fail to do so he shall incur *the penalty of one stroke.*

(ii) Ball nearer the hole interfering with play

When the nearer ball lies on the putting green, if the competitor whose ball is further from the hole (whether it lies on the putting green, through the green or in a hazard) consider that the nearer ball might interfere with his play, or if the owner of the nearer ball consider that his ball might be of assistance in the playing of the further ball, **the nearer ball shall be played first.** If the balls lie in such a position that the further ball interfere in any way with the play of the nearer ball, the owner of the **further ball** shall mark its position and remove it **if required to do so.** He shall replace it after the player has holed out.

(iii) Ball striking fellow-competitor's ball

When both balls lie within twenty yards of the hole, if the competitor's ball strike the ball of the fellow-competitor, the competitor shall incur *the penalty of one stroke* and shall play his ball as it lies. The fellow-competitor's ball shall be at once replaced.

(iv) Ball lifted while competitor's ball in motion

If the fellow-competitor or his caddie lift his ball while the competitor's ball is in motion, the fellow-competitor shall incur *the penalty of one stroke* and shall replace his ball after the competitor's ball has come to rest.

(v) Ball lifted before holed out

If a competitor or his caddie lift his ball from the putting green before it is holed out, except as provided for in the Rules or Local Rules, he may replace it under *the penalty of one stroke*, provided he does so before he has played a stroke from the next teeing ground, or, in the case of the last hole of the round, before he has left the putting green. *If he fail so to replace it he shall be disqualified.*

SECTION XII

COMPETITIONS

RULE 40. DUTIES OF THE COMMITTEE

1. Conditions

The Committee shall lay down the conditions under which the competition is to be played. Certain special rules governing stroke play are so substantially different from those governing match play that the combining of the two forms of play is not practical and should not be allowed by Committees.

2. Order and times of starting**(i) General**

The Committee shall arrange the order and times of starting, which, when possible, shall be decided by ballot.

(ii) Match play

When a competition is played over an extended period the Committee shall lay down the limit of time within which matches in each section shall be completed.

When players are allowed to arrange the date of their match within these limits, the Committee should announce that the match must be played at a stated hour on the last day of the period, unless the players agree to a prior date.

(iii) Stroke play

Competitors shall play in couples unless the Committee sanctions otherwise. If there be a single competitor the Committee shall:

- (a) provide him with a player who shall mark for him ;
- (b) provide a marker and allow him to compete alone, or
- (c) allow him to compete with another couple.

3. Decision of ties

The Committee shall announce the manner, day and time for the decision of a halved match or of a tie, whether played on level terms or under handicap.

A halved match shall not be decided by stroke play, a tie in stroke play shall not be decided by a match.

4. The Course**(i) New holes - Stroke play**

New holes should be made on the day on which a stroke competition begins, and at such other times as the Committee consider necessary.

(ii) Practice ground

Where there is no practice ground available outside the area of a competition course, the Committee shall lay down the area on which the competitors may practise on the day or days of a stroke competition—such area shall not include any putting green on the competition course or courses.

(iii) Stewards

The Committee may employ stewards or any purpose—e.g., to control crowds, mark the position of the ball. The steward is an outside agency.

iv) Course unplayable

If the Committee consider that the course is not in a playable condition, or that insufficient light renders the proper playing of the game impossible, it shall have power to order a suspension of play in match play, or to declare play null and void in stroke play. In match play when there has been a suspension of play the Committee shall declare the method of dealing with unfinished matches and time of resumption of play.

5. Handicapping

When a competition is played under handicap the Committee shall declare the player's handicap before the start of play. When a Committee has announced a player's handicap, that player shall play out the competition with the handicap so announced. If, during the course of the competition, the Committee decide to adjust the handicap of anyone competing, the adjustment *shall not apply* to that particular event.

6. Scoring cards—Stroke play

Scoring cards shall be issued with the date and competitor's name entered on the card.

Two-columned cards for competitor and fellow-competitor should not be used as they are liable to lead to confusion.

In Bogey competitions the holes at which strokes are to be given or taken shall be indicated on the card.

The Committee are responsible for the addition of scores marked and for the alteration of the score at any hole in the case of a doubtful penalty referred to them.

RULE 41. DUTIES OF PLAYER

1. Conditions

The player shall be responsible for making himself acquainted with the Conditions under which the competition is to be played.

2. May not employ fore-caddie

The player may not employ a fore-caddie unless permitted by Local Rule.

3. Practice—Stroke play

On the day or days of a stroke competition a competitor, before starting or during the course of the competition, shall not practise on the course or courses over which the competition is being held, outside the area defined by the Committee as practice ground.

Penalty for breach of Rule 41, 3—Disqualification

(See also note on page 173.)

4. Handicapping

Before starting in a handicap competition the player shall check his handicap from the official list, and in the case of match play or bogey competitions shall make himself aware of the holes at which strokes are given or taken.

5. Order of play

Players shall start in the order and at the times arranged by the Committee.

6. Discontinuance of play**Bad weather, illness**

Players shall not delay to start or discontinue play on account of bad weather or for any reason, except that a player may discontinue play *without penalty*

(a) if he considers that there be danger from lightning,

or

(b) there be some other reason such as sudden illness, which the Committee could consider satisfactory.

Penalty for breach of Rule 41, 5 and 6—Disqualification

7. Undue delay

Players shall at all times play without undue delay. The Committee shall have power to disqualify any player or players who in their opinion unduly delays the play of any other player or players.

8. Doubtful penalty

Where there is no referee, if a player is doubtful whether a penalty has been incurred at any hole, he shall report the circumstances to the Committee either orally or in writing, as the Committee may determine.

In stroke play the report must be accompanied by the competitor's score card.

9. Checking of score

In stroke play a competitor should check his score at the completion of every hole and on completion of the round shall countersign his card and hand it in.

RULE 42. THE KEEPING OF SCORES— STROKE PLAY

1. The duties of the Marker

(i) The score for each hole shall be kept by a Marker, or by each competitor acting as a Marker by noting his fellow-competitor's score. Should more than one Marker keep a score, each shall sign the part of the score for which he is responsible.

(ii) The scores shall be called out and recorded after the result of each hole has been determined.

(iii) On completion of the stipulated round the card shall be signed by the Marker and countersigned by the competitor, who shall hand it in as soon as reasonably possible.

A card cannot be held to be valid until it has been signed by both marker and competitor, but a competitor should not be *disqualified for a breach of this clause* until a reasonable attempt has been made to obtain a missing signature.

2. No alteration to score

(i) The scores as returned for each hole shall be binding unless altered by the Committee in the case of a doubtful penalty.

(ii) If it be found that a competitor has returned a score at any hole lower than that actually taken, he shall be *disqualified*.

3. Doubtful penalty

If it is doubtful whether a penalty has been incurred during the round, the Marker, together with the competitor, shall refer it to the Committee, either orally or in writing, as the Committee may determine, before the card is completed. The Committee shall determine what penalty, if any, has been incurred.

(For Disputes—see Rule 11.)

RULE 43. BOGEY OR PAR COMPETITIONS

1. Conditions

(i) A Bogey or Par competition is a form of stroke competition in which play is against a fixed score at each hole of the stipulated round or rounds.

(ii) The reckoning is made as in match play.

(iii) The winner is the competitor who is most successful in the aggregate of holes.

2. Rules for stroke play apply

The Rules for stroke play shall apply with the following exceptions:—

(i) No return at any hole

Any hole for which a competitor makes no return shall be regarded as a loss.

(ii) Score equal to or less than Bogey

The Marker shall only be responsible for the marking of the actual number of strokes at each hole where a competitor makes a score equal to or less than the fixed score under handicap.

3. Breach of Rule

Any breach of a Rule which would entail the penalty of *disqualification* shall disqualify the competitor for the hole at which the breach occurred, but a competitor shall not be exempted from the *general disqualification* imposed by—

Rule 1, 1, Use of illegal clubs and balls

Rule 2, Number of clubs to be carried.

Rule 3, Compliance with Rules.

Rule 41, 5, 41, 6 and 41, 7—Order of play, Discontinuance of play, and Undue delay.

Disqualification for a breach of Rule 42, 2 (No alteration to scores), shall also apply, but only when a mistake in marking affects the result of a hole.

SECTION XIII**THREE-BALL, BEST BALL AND FOUR-BALL
MATCH PLAY**

The Rules of Golf, so far as they are not at variance with the following special Rules, shall apply to all three-ball, best ball and four-ball matches.

**RULE 44. THREE-BALL, BEST BALL AND
FOUR-BALL MATCH PLAY****1. General****(i) Player may have ball lifted**

Before the player has made his stroke he may have any other ball in the match lifted, or played, at the option of the owner, if he consider that it might interfere with play or be of assistance to a player or a side.

(ii) Player's ball moves another ball

If the player's ball move any other ball in the match the owner of the moved ball shall through the green or in a hazard drop a ball or on the putting green place a ball as near as possible to the spot where his original ball lay, *without penalty*.

(iii) Playing out of turn

Through the green or in a hazard a player shall incur *no penalty* if he by mistake play when an opponent should have done so. The stroke cannot be replayed; the ball shall be played as it lies.

On the putting green if a player by mistake play when an opponent should have done so, the opponent may request the player to replay the stroke in which case the player shall replace his ball on the spot from which he played in incorrect order, *without penalty*.

2. Three-Ball Match Play

(i) Ball stopped or deflected by an opponent

If the player's ball be stopped or deflected by an opponent, his caddie, clubs, or other equipment, Rule 25, 2 applies. That opponent shall incur *the penalty of one stroke in his match with the player*. The other opponent shall treat the occurrence as a "rub of the green".

(ii) Ball at rest moved by an opponent

If the player's ball be accidentally moved by an opponent, his caddie, clubs or other equipment (except in searching for it, Rule 26, 1(iii)), Rule 26, 2(i) applies. That opponent shall incur *the penalty of one stroke in his match with the player*. The other opponent shall treat the occurrence as a "rub of the green".

(iii) Playing opponent's ball

If the player play an opponent's ball and that opponent play the player's ball:-

(a) If the mistake be discovered and intimated to the third player before he has made his next stroke, each shall incur *the penalty of one stroke in his match with the third player* and shall place a ball as near as possible to the spot which his original ball occupied.

(b) If the mistake be not so discovered the hole shall be played out with the balls thus exchanged, but each shall lose the hole to the third player.

Note :

In a three-ball match each player is playing two distinct matches. If, therefore, a player play the ball of one of his

two opponents he has, as far as the other opponent is concerned, played a ball outside the match.

3. Best Ball and Four-Ball Match Play

(i) Order of play

Balls belonging to the same side shall be played in the order the side considers best.

(ii) Ball stopped or deflected

(a) By player or partner

If the player's ball be stopped or deflected by the player or his partner, Rule 25, 1(iii) applies. *The player shall incur the penalty of one stroke, but the penalty shall not apply to his partner.*

(b) By opponent

If the player's ball be stopped or deflected by an opponent, Rule 25, 2 applies. *The opponent's side shall incur the penalty of one stroke.*

(c) Penalty applies to player only

In all other cases where by the Rules of Golf a player would incur the penalty of loss of hole or one stroke, he shall incur the penalty, but it shall not apply to his partner.

(iii) Ball at rest moved

(a) By player

If, accidentally, the player move his ball (except in searching for it—Rule 26, 1(iii)), he shall incur the penalty of one stroke, but the penalty shall not apply to his partner. The ball shall be played as it lies.

(b) By partner

If the player's ball be accidentally moved by the partner (except in searching for it—Rule 26, 1(iii)), the partner shall incur the penalty of one stroke. The player shall, without penalty, replace his ball on the spot from which it was moved.

(c) By opponent

If the player's ball be accidentally moved by an opponent (except in searching for it—Rule 26, 1(iii)), that opponent shall incur the penalty of one stroke, but the penalty shall not apply to his partner. The player shall, without penalty, replace his ball on the spot from which it was moved.

(iv) **Playing wrong ball**

(a) **Partner's ball**

If the player play a stroke with his partner's ball and the mistake be discovered and intimated to the other side before an opponent has played a stroke, the player shall incur the *penalty of one stroke*, but the *penalty shall not apply to his partner*. If the mistake be not discovered until after the opponent has played a stroke, *the player shall lose the hole*. The partner shall drop a ball as near as possible to the spot from which the original ball was moved.

(b) **Opponent's ball**

If the player play the opponent's ball and that opponent then play the player's ball, *they shall both incur the penalty of one stroke* and shall play out the hole with the balls thus exchanged.

SECTION XIV

LOCAL RULES

The Committee in charge of the Course shall define accurately:

- (i) the boundaries of the course;
- (ii) the extent of hazards or water hazards and lateral water hazards where there is any doubt.
- (iii) ground under repair.

They shall frame regulations governing priority on the course.

They shall make Local Rules for such abnormal local conditions as the existence of mud, accumulation of leaves, damage caused to the course by animals, or other conditions which could be held to interfere with the proper playing of the Game, or which are necessary for the preservation of the course.

A penalty imposed by a Rule of Golf shall not be waived by a Local Rule.

For the Royal and Ancient Golf Club of St. Andrews,

J. A. STORFER-CARSON,

Secretary.

Note: In further explanation of definition number 32 (page 139), Rule 6 (page 140) and Rule 41.3 (page 166), the R. and A. points out:

(1) A practice swing is not a practice stroke, as the definition of a stroke (definition 32) includes "the intention of striking or moving the ball".

(2) To re-try a putt after the completion of a hole is deprecated by the R. and A., but this in match play does not constitute a breach of Rule 6 which deals with "practice stroke during the play of a hole".

Nor in stroke play is it the intention of Rule 41 (3) to penalize a competitor for such action.

APPENDIX B

AMATEUR STATUS REGULATIONS

Definition

The amateur golfer is one who plays the game solely as a non-remunerative or non-profit-making sport or pastime.

Players not Eligible for Amateur Status

The following shall not be eligible to play in any Amateur Competitions:—

(1) Those who have competed in any golf competition for a money prize, or have received payment, either directly or indirectly, for playing the game.

(2) Those who teach golf for remuneration.

Exception.—Teachers of physical training or other subjects whose duties include instruction in games to pupils of a recognized educational establishment.

(3) Those who have been apprenticed to a professional golfer, or who have carried clubs regularly for hire after reaching the age of 21 years.

(4) Those who accept payment, directly or indirectly, towards the expense (including hotel and travelling expenses) incurred while playing in any golf competition.

Exception.—Players may receive their travelling and hotel expenses when representing their country, county, club or similar body, in team matches, when such expenses are paid by the body they represent; or by the body controlling golf in the territory they are visiting.

(5) Those who receive payment, directly or indirectly, for allowing themselves as golfing personalities to be used in any way for advertisement or the sale of goods, whether used in or appertaining to golf or not.

Exception.—Advertisements customary to the business of such players containing no reference to the game of golf or to the player's skill as a golfer.

(6) Those who, while playing, practising or demonstrating golf, allow themselves to be photographed or filmed for monetary or other reward or advertisement.

(7) Those who receive payment, directly or indirectly, for books or articles on golf of which they are not the true authors.

(8) Those who accept goods or articles, including clothes, used in or appertaining to golf, free or at reduced prices, when such gifts or reductions in prices are made either as samples or otherwise for the purpose of advertisement.

(9) Those who, being employed by firms, companies, or individuals, play in golf tournaments or competitions or exhibition matches with the object of furthering their employers' interests.

Notes on Amateur Status Regulations

(1) A Club may elect to its membership any golfer who has forfeited his amateur status, and such election shall not affect the amateur status of the other members of that Club.

(2) All applications for reinstatement, cases which are doubtful, or those which are not covered by the above regulations, shall be submitted to the Championship Committee of the Royal and Ancient Golf Club of St. Andrews, whose decision shall be final.

Applications made in England, Scotland, Ireland and Wales should be transmitted through the County Union to the Country Union for remarks, who in turn will forward them to the Royal and Ancient Golf Club of St. Andrews.

Requests for reinstatement to Amateur Status should give the following particulars:—

- (a) Age to date.
- (b) Age at which applicant took up Professional Golf
- (c) Number of years employed in this capacity
- (d) At which Clubs employed and by whom.
- (e) Present occupation.

(3) Every application will be considered on its own merits, but in the case of applications for reinstatement to amateur status the following will be the guiding principles:—

I. Player may not be reinstated more than ONCE.

II. Any applicant for reinstatement must have acted so as to come within the definition of an amateur golfer for a period of three years immediately preceding the date of the application.

III. A player who has acted for five years or more so as to come within the definition of a professional golfer shall NOT normally be eligible for reinstatement

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